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隻狼

THE ONE-
ARMED
WOLF,
A SHADOW
IN THE
SENGOKU
PERIOD.

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This book is a collection of artworks from the action-adventure game *Sekiro: Shadows Die Twice*, developed by FromSoftware, published by Activision, and released on March 22, 2019. In this book, you will find everything from story-related image boards to character designs, concept designs for items, and other important parts of the game world. All aspects of the art selection and book layout were overseen by FromSoftware, and we have worked hard to show the world's style as best as we could.

Sekiro presents a unique vision of the Sengoku period, with bloody, twisted battlefields alongside colorful scenes of ancient Japan. We hope this book will lead you to ponder this contrast in *Sekiro*'s deep yet fanciful world.

Daisuke Kihara,
Dengeki Game Books
Editorial Department

III ◆ ITEMS & RELATED INFORMATION

An arrangement of Prosthetic Tools, documents, combat arts, and skills from the world of *SEKIRO*.
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Image Boards

SEKIRO™
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It is the Sengoku period.
Beyond peaks of deep snow lies the land of Ashina. Sword Saint Isshin Ashina, who led a revolution and created this country in only one generation, is the leader of this northern land. Now, its very existence is in danger.

Isshin's grandson and general of Ashina, fearing the worst, secretly instructs his men:

"We can no longer rely on normal means to protect Ashina from outsiders. We must find the Divine Heir."

And so, the Divine Heir is captured. But he is all alone in this world, with no family or vassals—save for one shinobi.

This is the story of two lone wolves bound together by duty.

THE BLOODY ASHINA REVOLUTION

It is the end of the Sengoku period. The fires of war that burned all of Japan refuse to die, spreading even to the land of Ashina, nestled deep between tall mountains.

Defeated soldier

Shuzen tamura versus isshin ashina

The sword saint, Isshin Ashina, in his bloody revolution.

WOLF

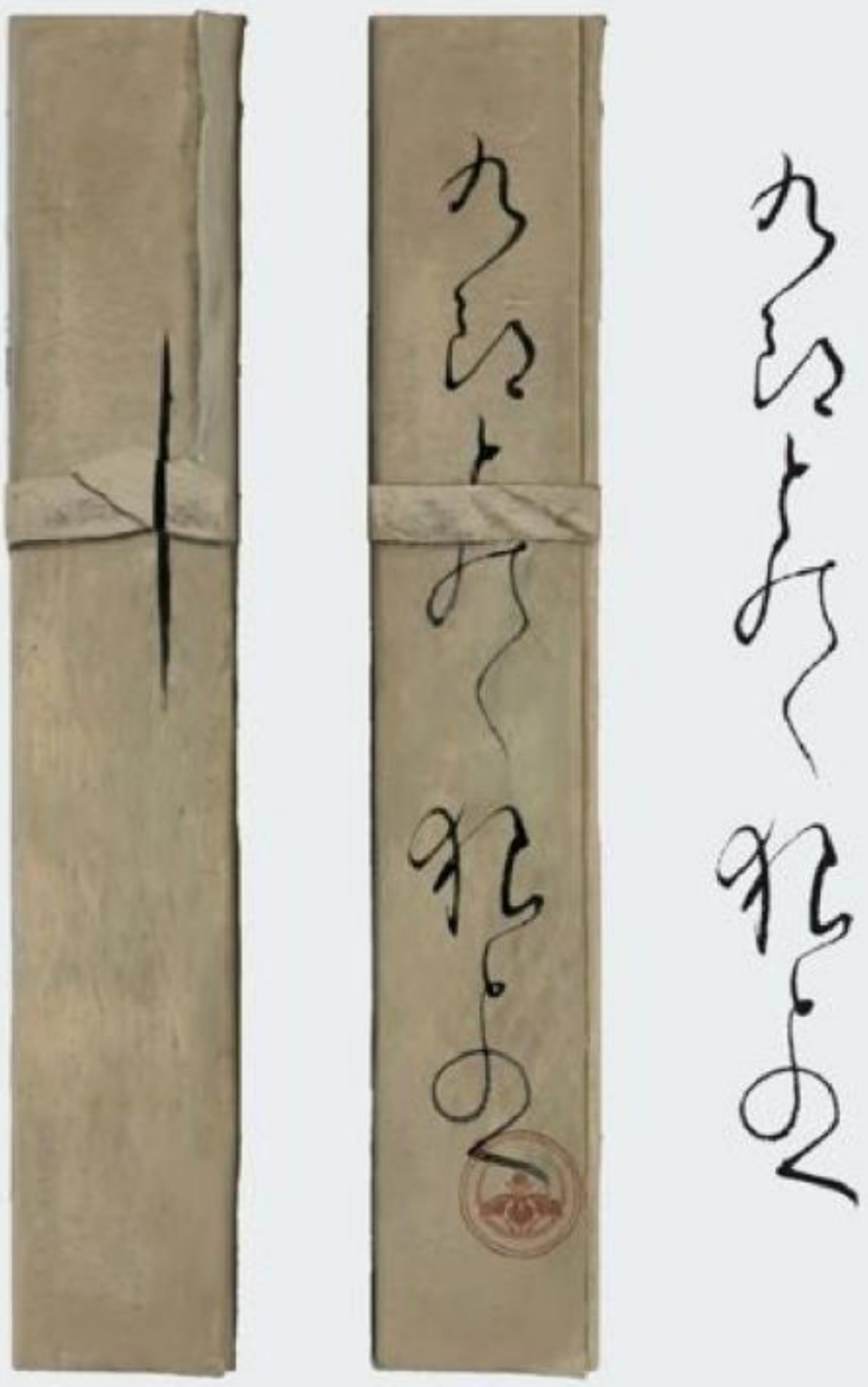
A wolf, picked up on the battlefield.
After years of training, he emerges a master shinobi.

The iron code

ASHINA RESERVOIR

Twenty years have passed since Isshin's revolution. Ashina is in decline, and the shinobi Wolf has lost everything.

Both his adoptive father, and the master he swore to protect…



Text of the Iris

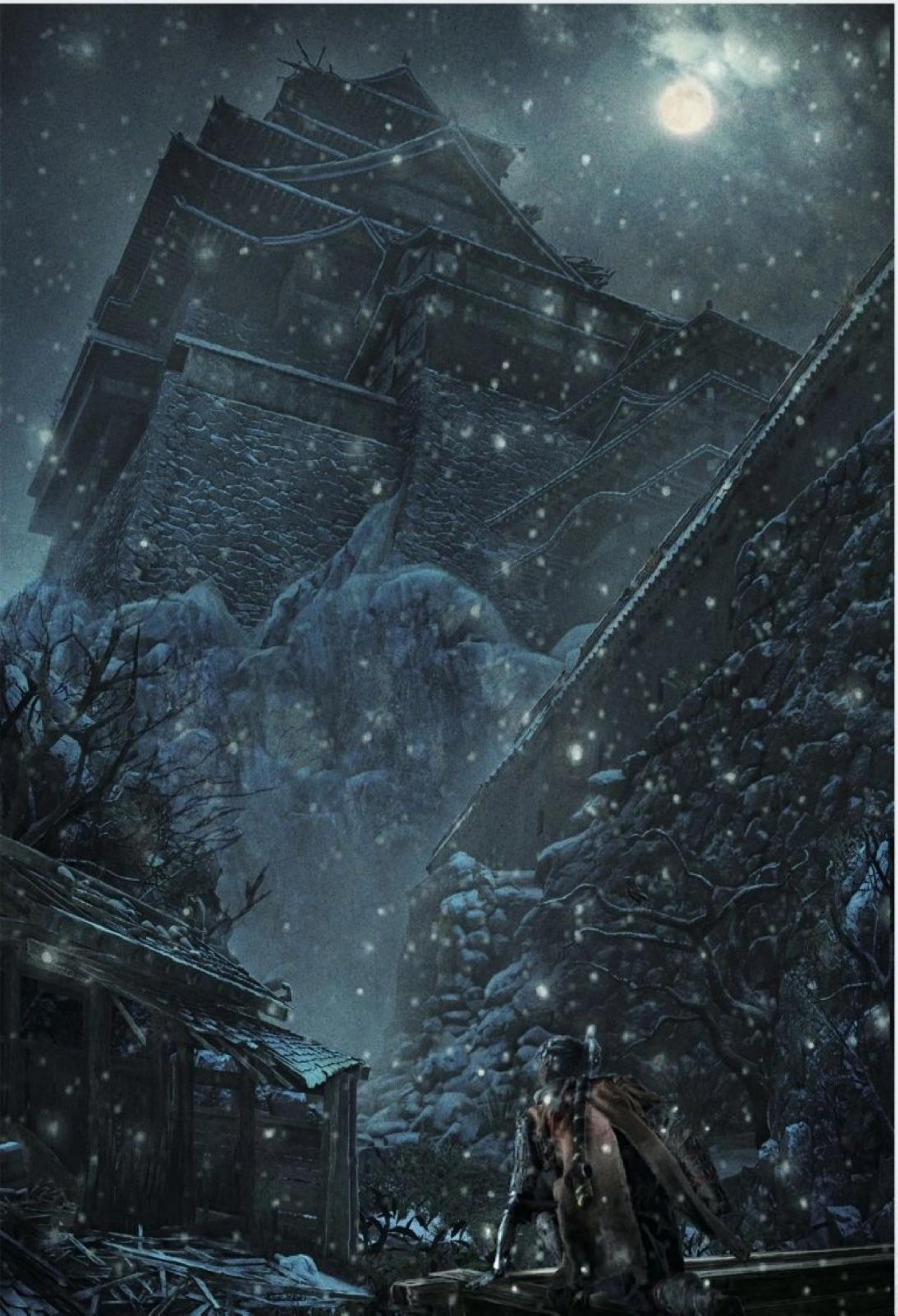
Secret passage

Bottom of the well

Moon-View Tower

Moon-View Tower, Outside

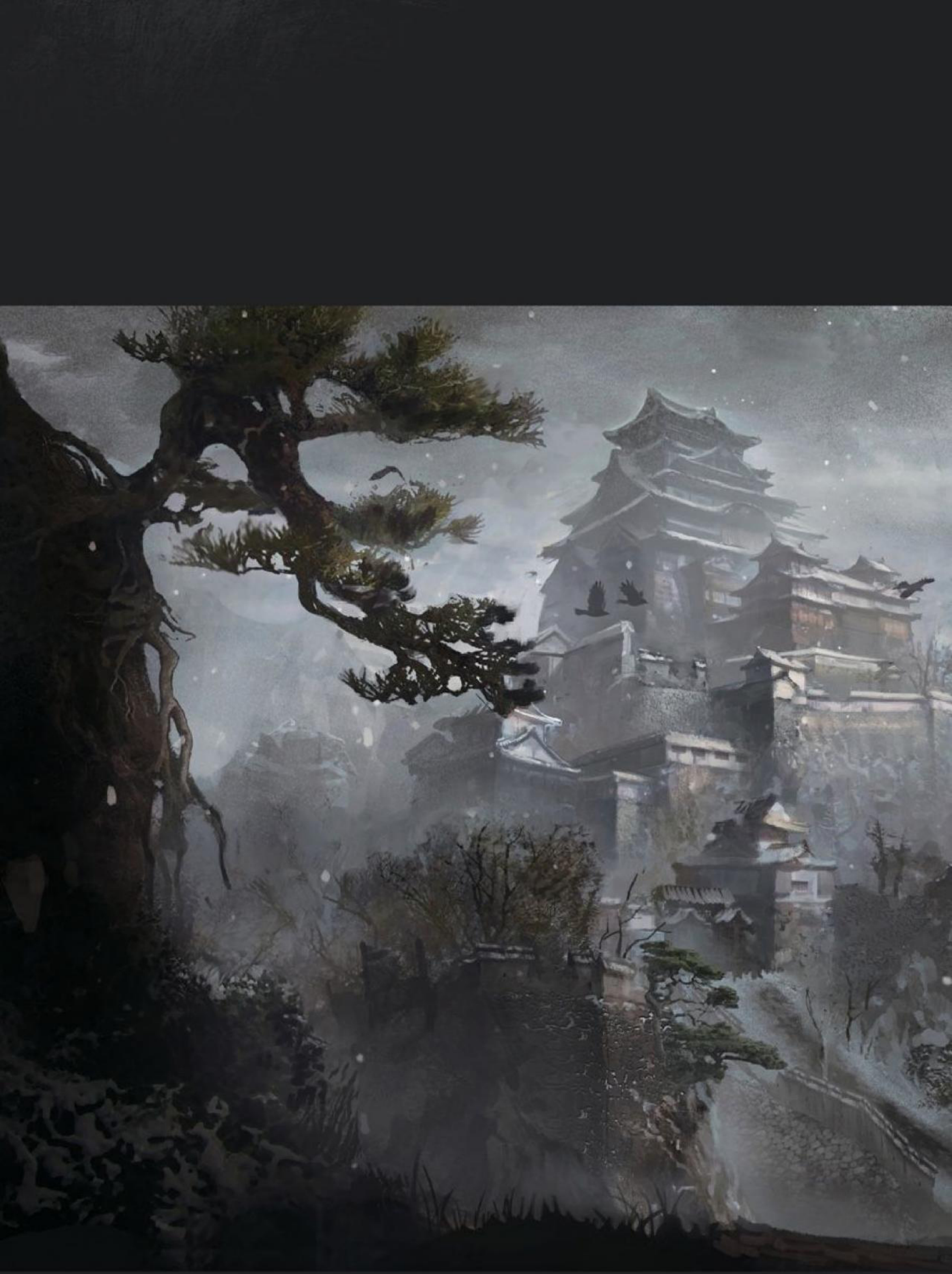
VIEW OF THE CASTLE TOWER



Moon-View Tower, inside

Moon-View Tower
Partition Screen

SILVERGRASS FIELD

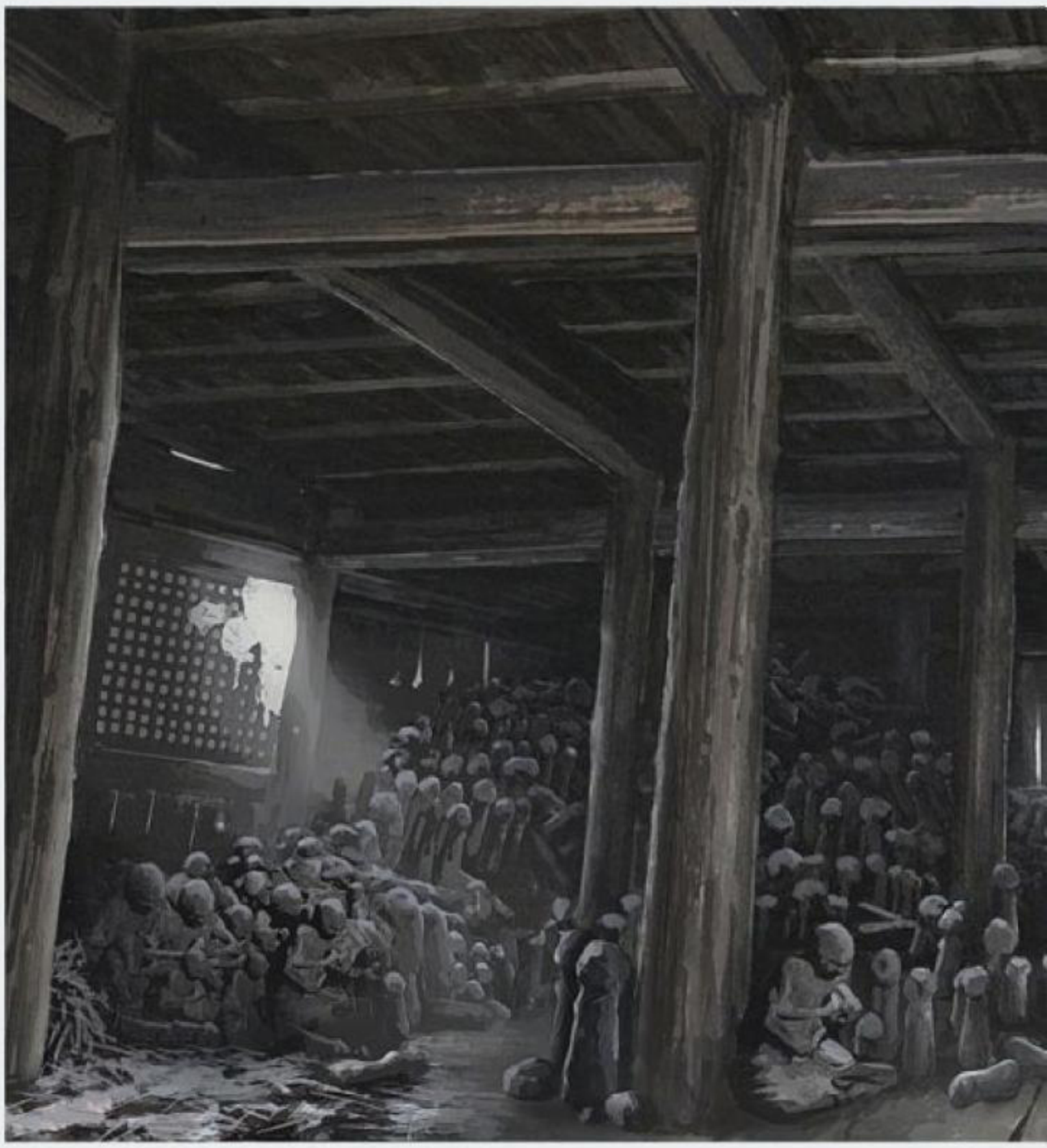


ASHINA OUTSKIRTS

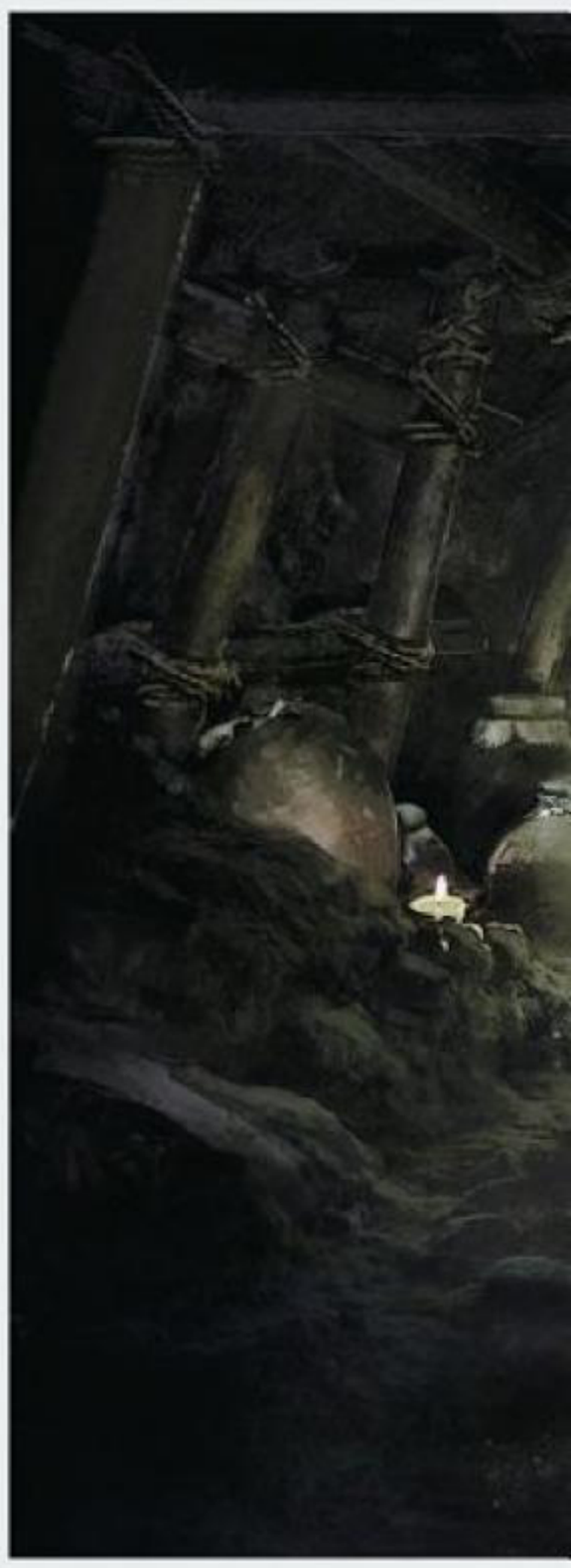
Dilapidated temple

Training with the undying

Dilapidated temple, inside



Offering Box



Young Master's Bell

Talismans

Sculptor's Idol

SHINOBI SECRET PASSAGE

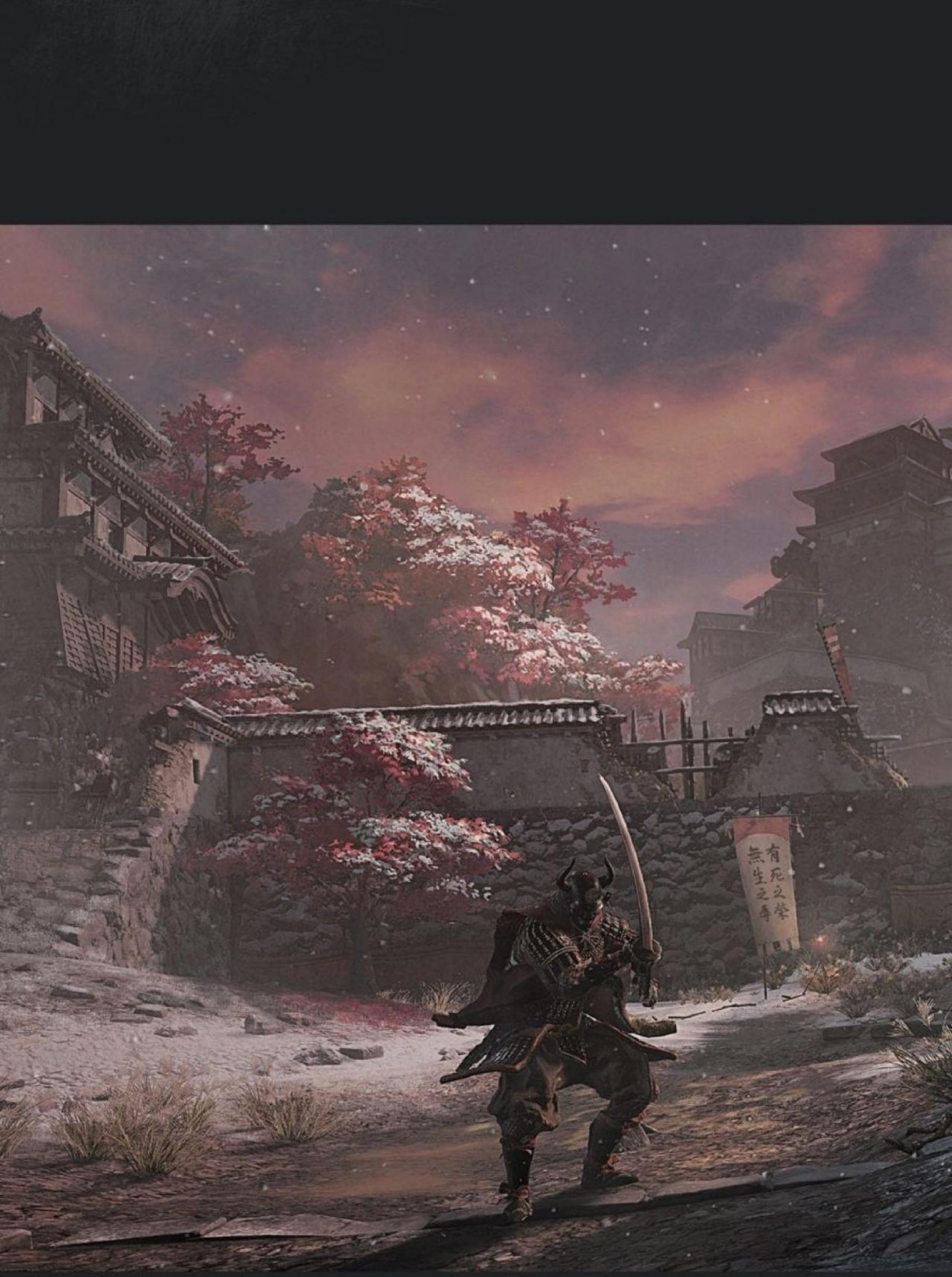
Cliff path

Sacred Tree

Crow's bed
memorial mob

Lookout, Ashina Outskirts

Outskirts Wall, Inside


有死之榮
無生之恥

Outskirts wall—gate path

Burial mound for severed heads

SHRINE

Watchtower

OLD BATTLEFIELD

Great serpent's palanquin

Three-Story Tower

Tower Gate

Watchtower

Bretèche

Battlefield memorial mob

Ashina castle gate

Blazing Bull's Courtyard

ASHINA CASTLE

Castle tower roof

Dragonspring River Folding Screen

Tea room

Documents room

Tower Walkways

Audience Chamber Scroll

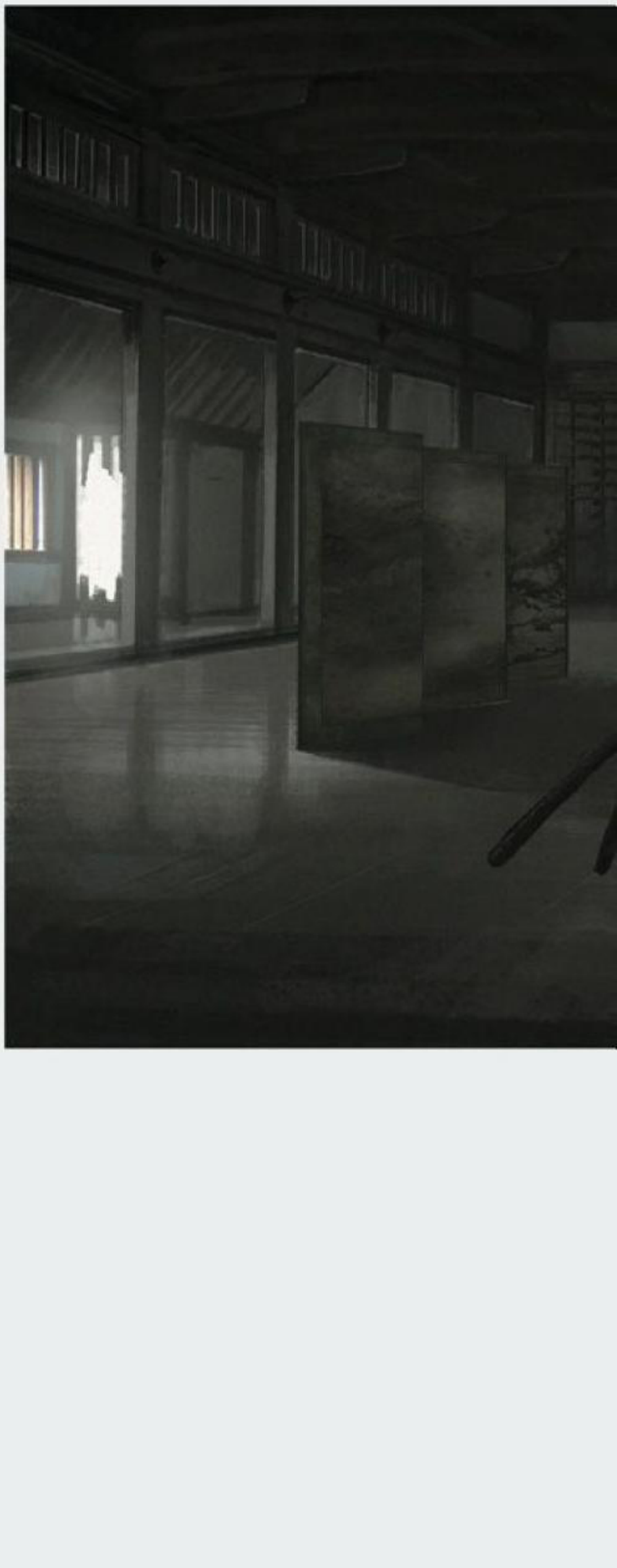
Coffered-Ceiling Images

Valuables Box

Sliding-Screen Art

AUDIENCE CHAMBER

Area Map



Scroll of an Ancient Battle

Upper tower—
Ashina Dojo

Ashina Dojo Folding-Screen Art

Castle Tower Lookout

Room Partition Art

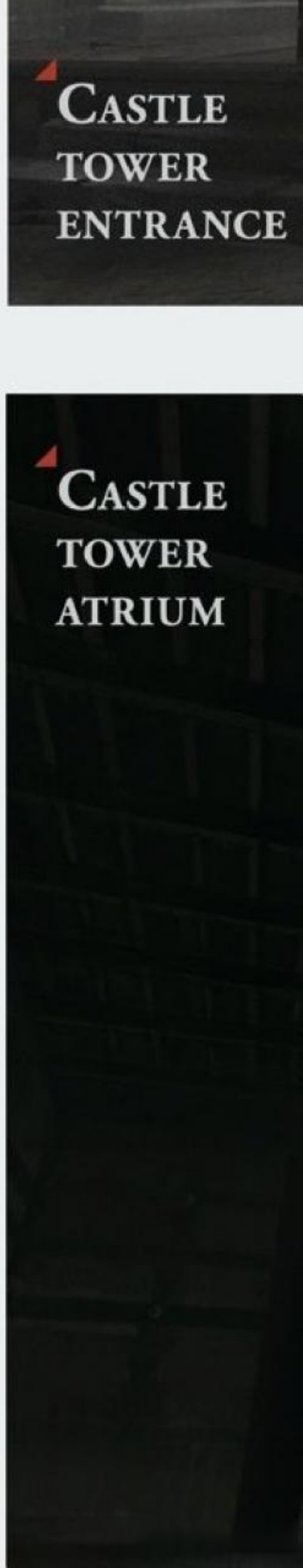
Incense Burner

Small Shrine

Armor

Sliding-Screen Handle

Deer Horns



ISSHIN'S ROOM

KURO'S ROOM

Old grave

Great serpent shrine, outside

Great serpent shrine, inside

DRAGONSPRING—HIRATA ESTATE

Guardhouse

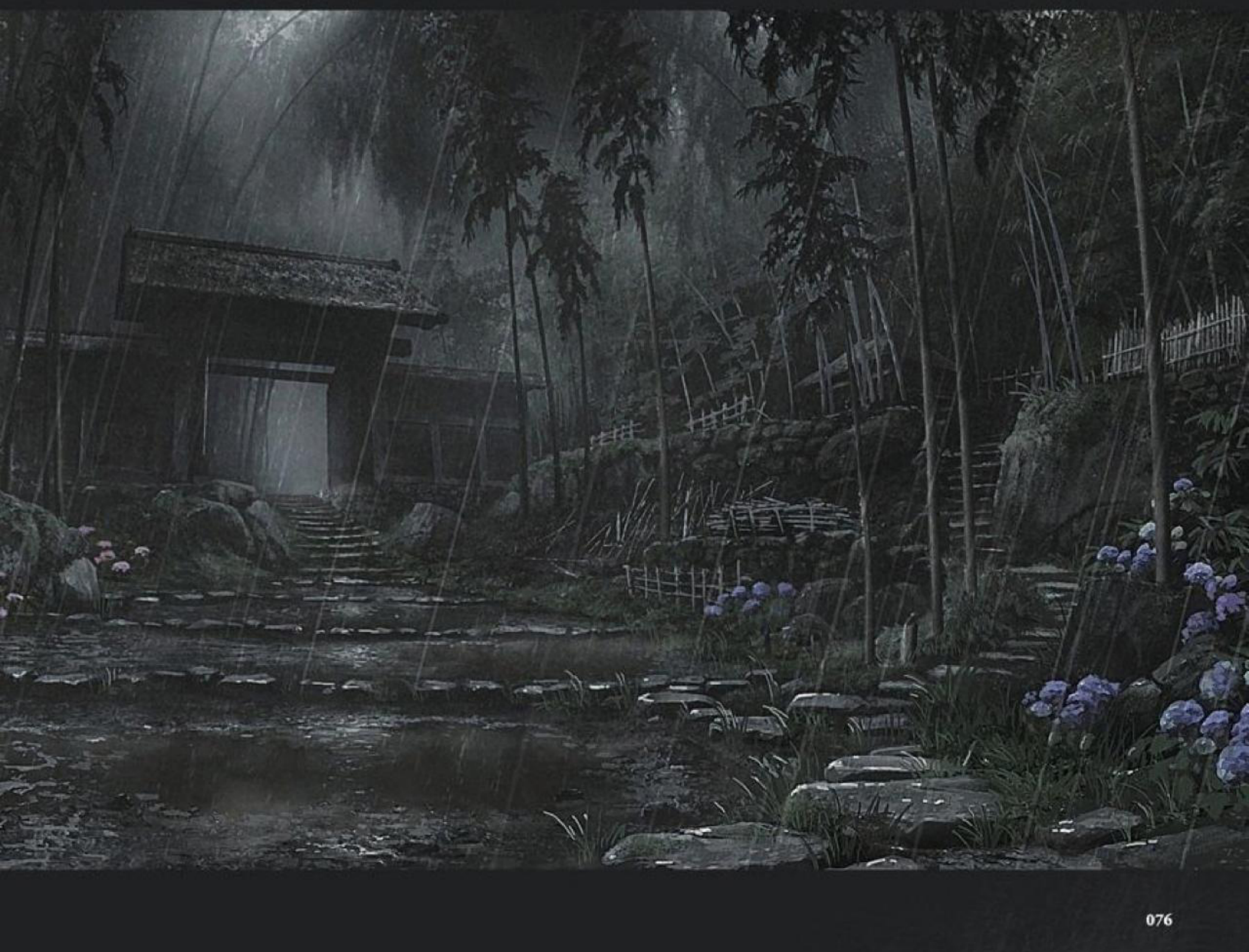
Garden

Gravekeeper's house

Cave Wall

Path to bamboo-thicket slope

Drawing room, inside



Shrine Decorated with Carp

Turtle-Shaped Metal Fixture

Sunshade Decoration

Bamboo-thicket slope

Servant's lodgings

Main building

MAIN BUILDING—
GARDEN ON FIRE

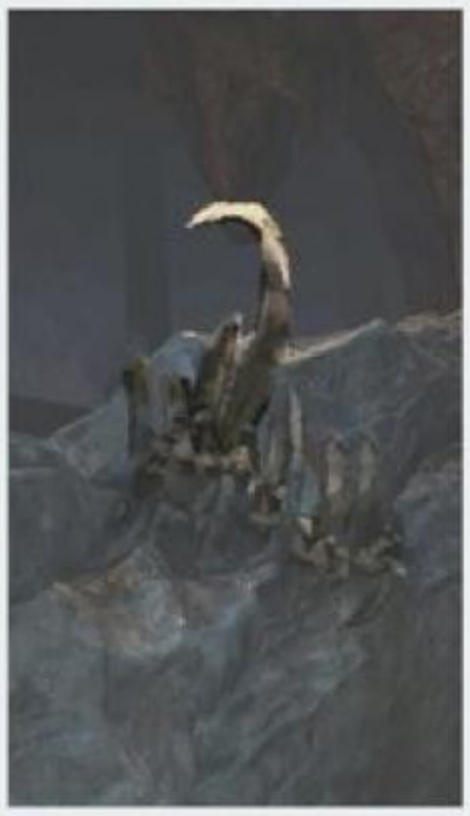
Bodhisattva

Hidden temple

ABANDONED DUNGEON

Abandoned dungeon entrance

Hook

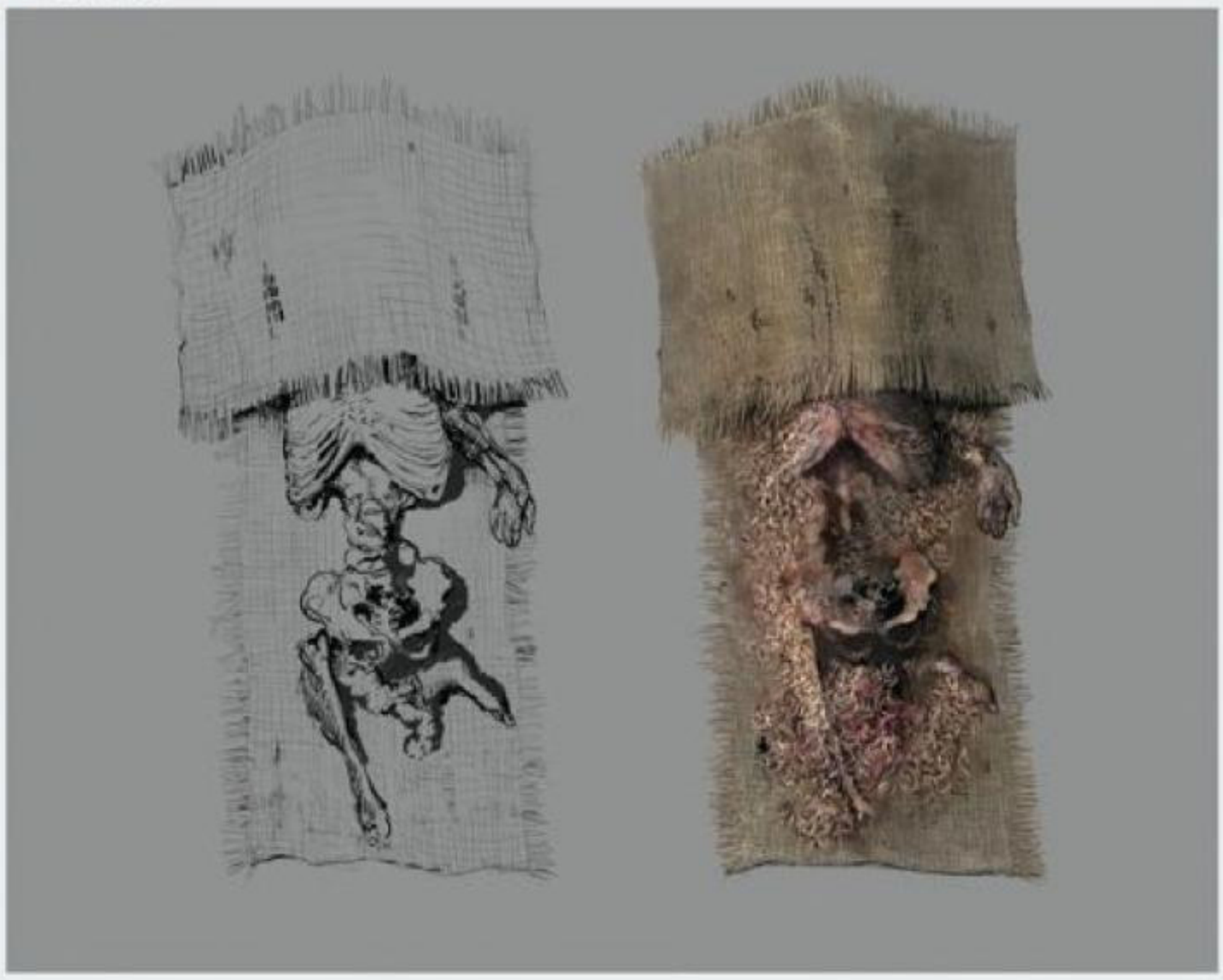


Makeshift Bridge

DUNGEON MEMORIAL MOB

Dojun's Laboratory

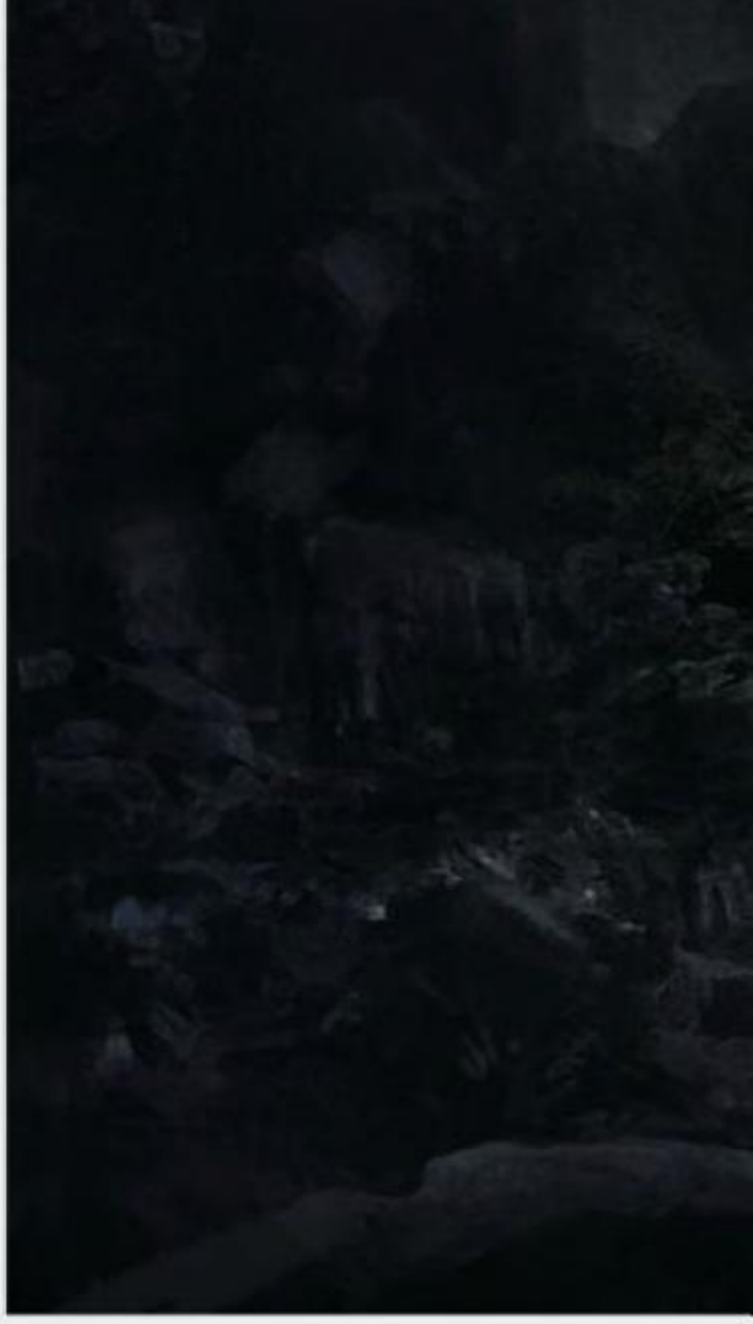
Cadaver



Abandoned dungeon path

Bottomless Hole

Underwater Jail



Elevator

SENPOU TEMPLE, MOUNT KONGO

Temple grounds

Bodhisattva Scroll

Temple gate

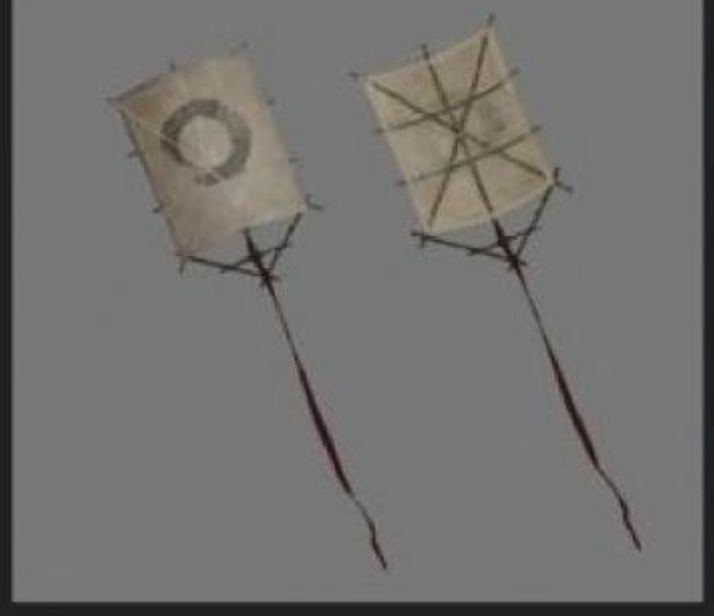
Storehouse

Deva gate

Temple gate, inside

Candle Stand

Shinobi Kite



Jizo Statues and Pinwheels

Kite-Flying Device

Meditation hall

Shugendo memorial mob

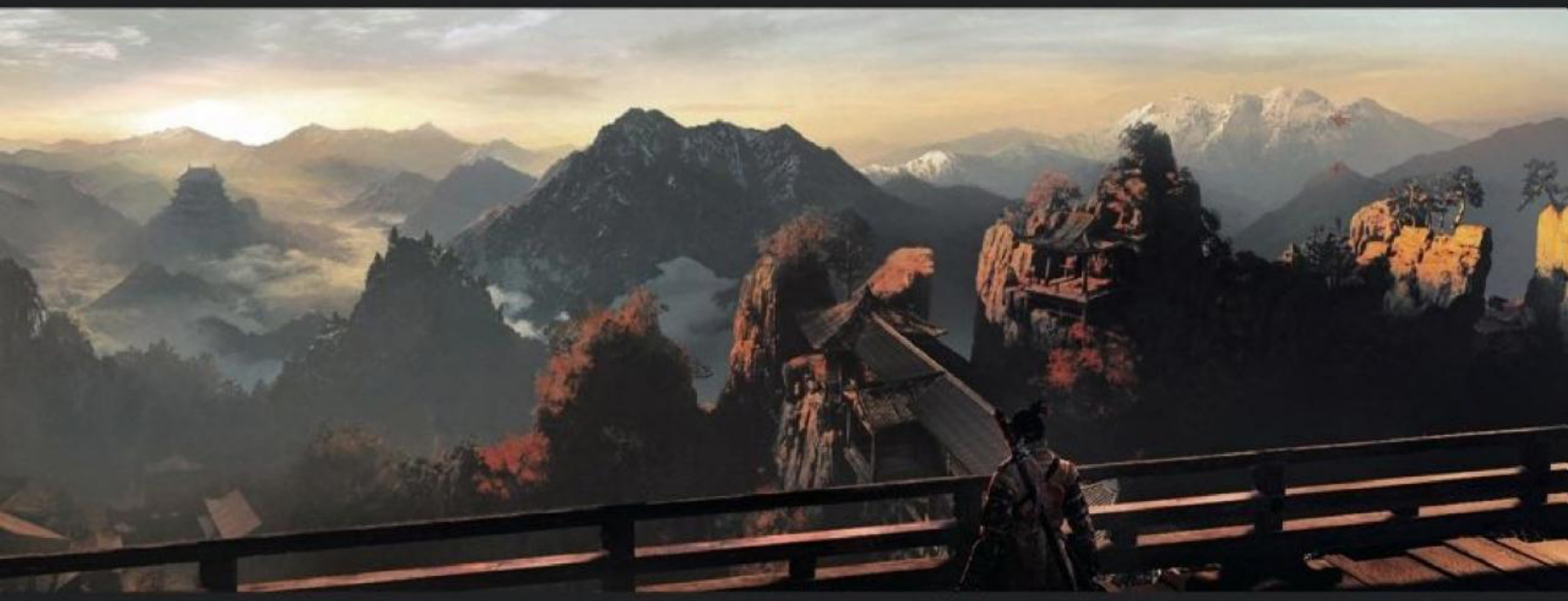
FALLS

BRIDGE

POOL

View from the main hall

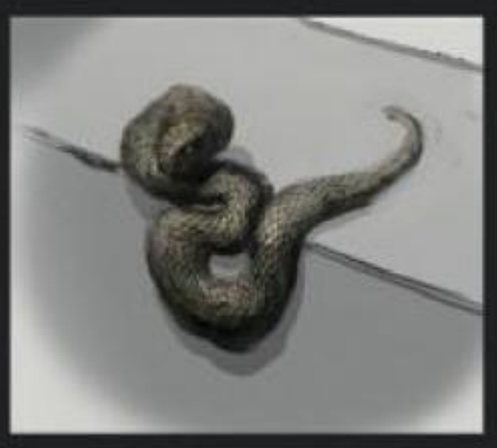
View of the temple



Mandala

Bodhisattva Statue

Decorative Metalworks

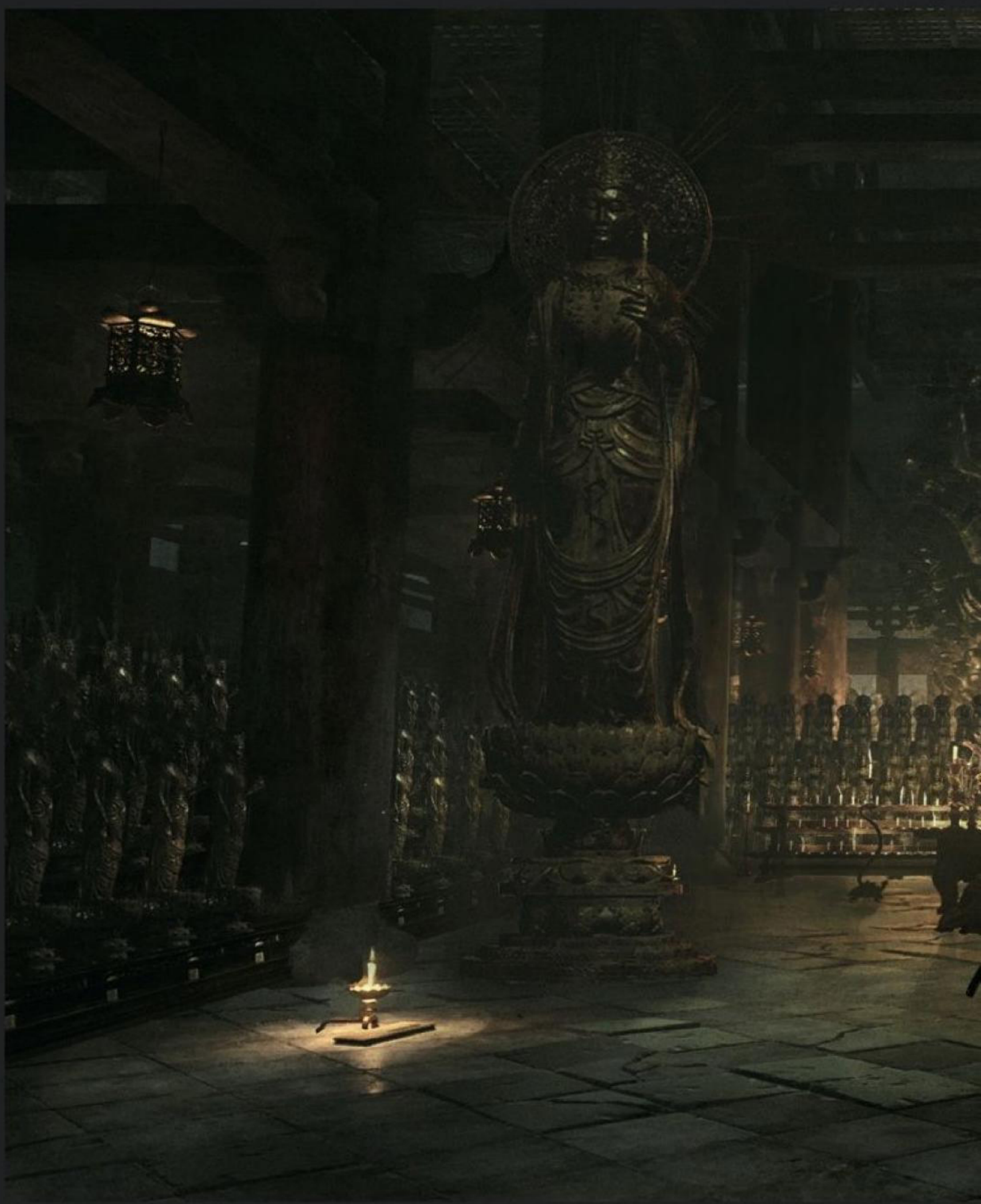


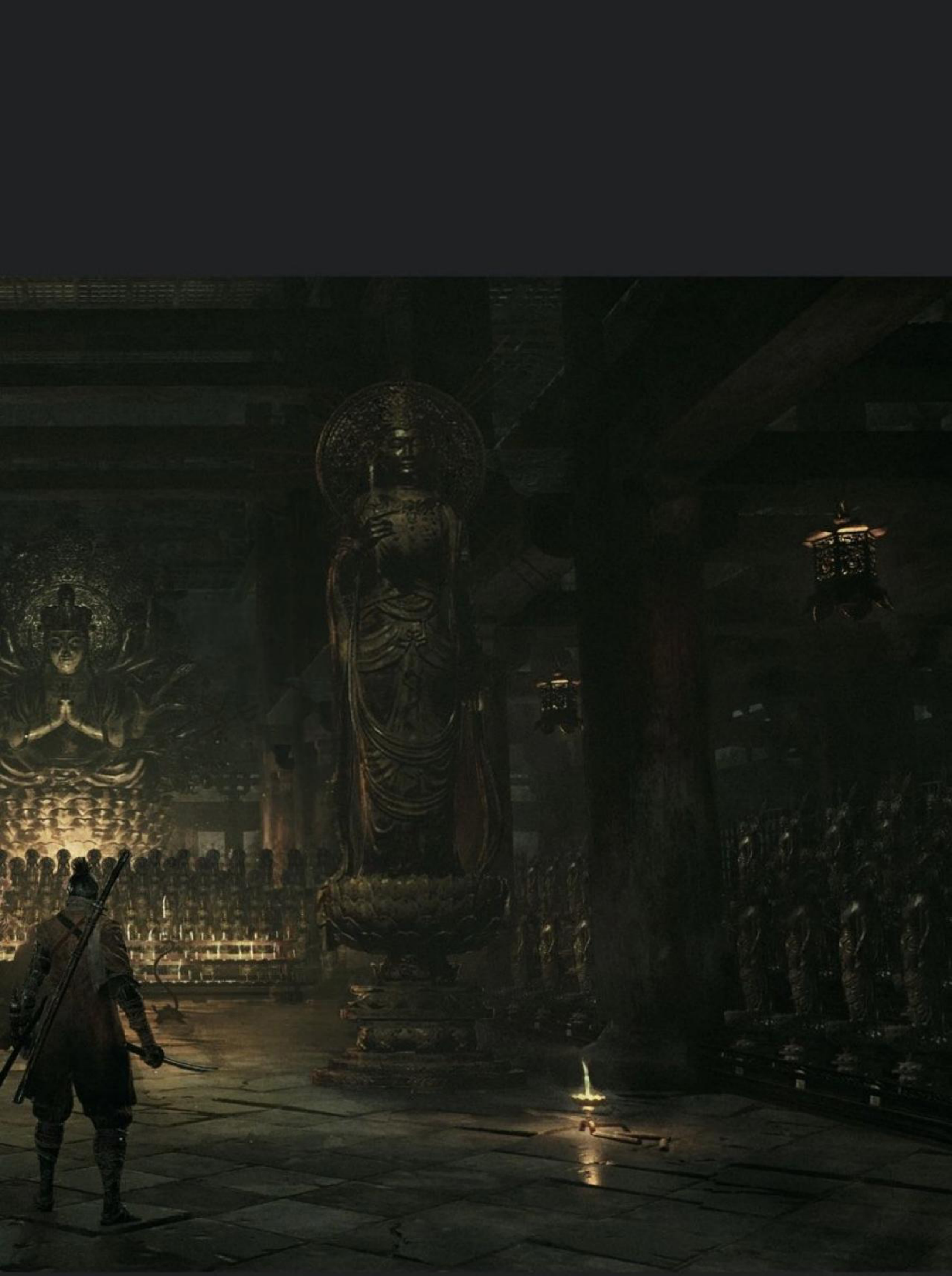
Great Fire Altar

Lecture hall

Lecture hall, inside

Main hall, inside





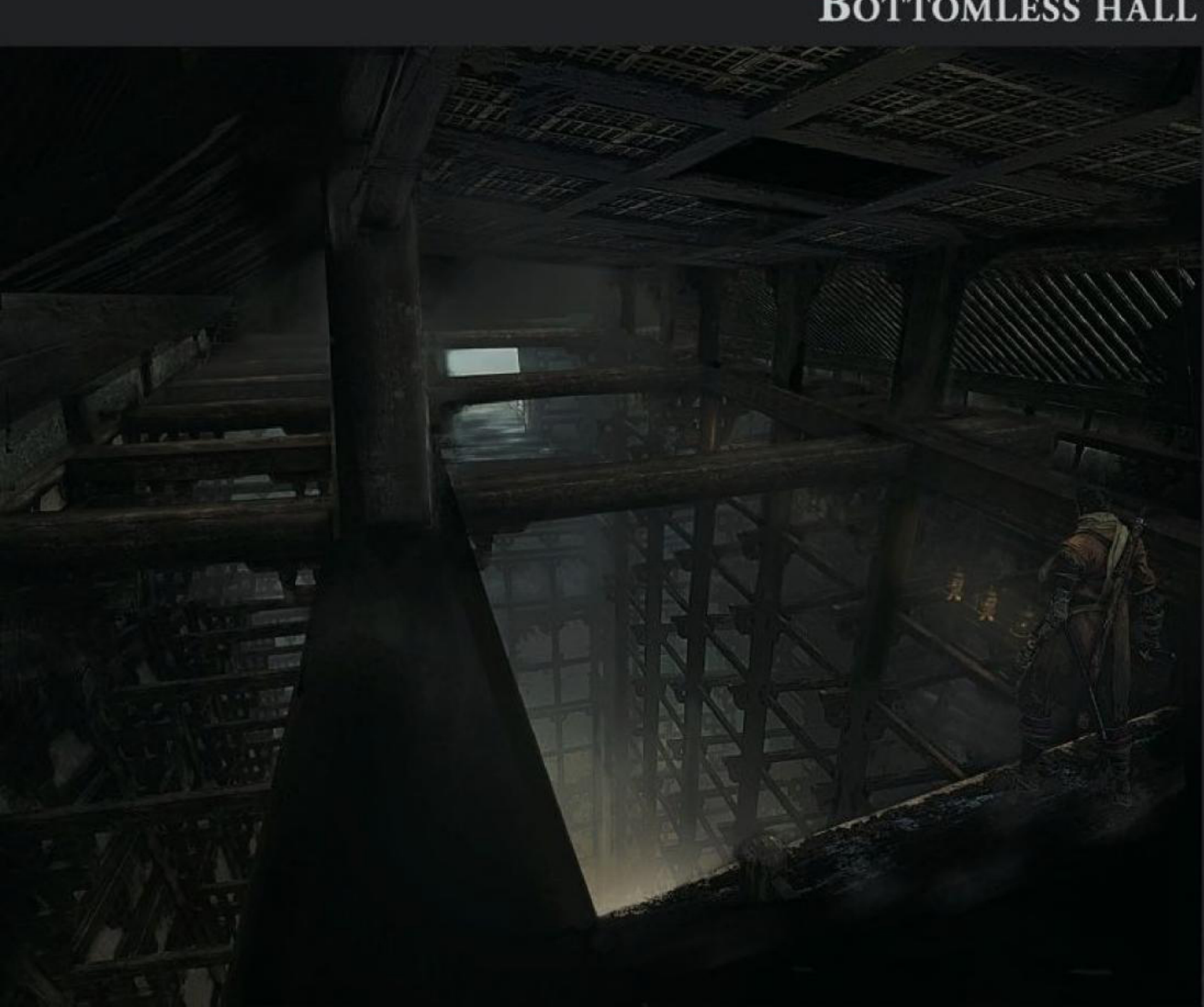
Illusive Hall Bell

Halls of illusion

Roaring hall

Muddy hall

Enlightened hall

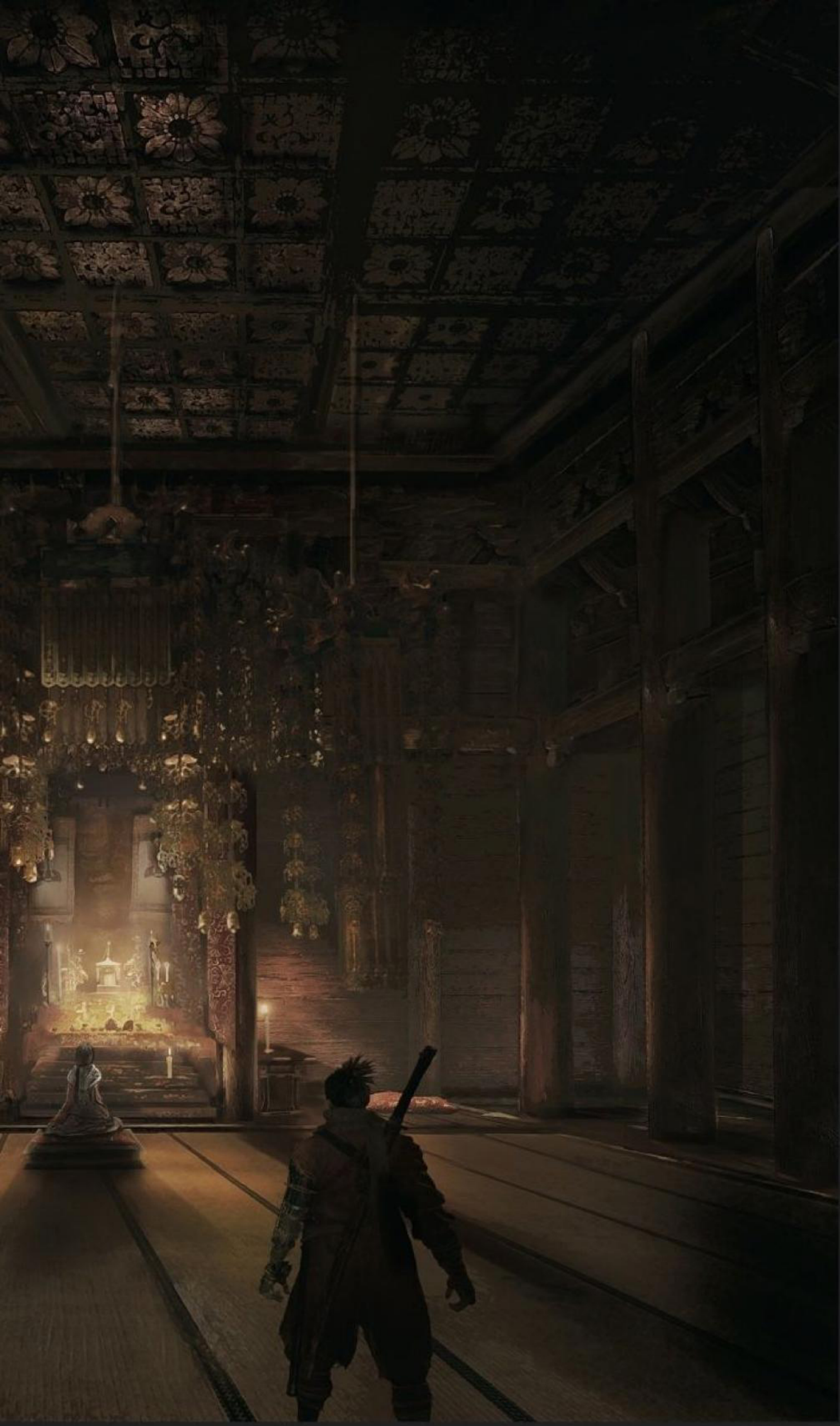


Bottomless hall

Folding-Screen Monkeys

Inner sanctum, outside

Inner sanctum, inside



Tennyo Scrolls

Five-story tower, inside

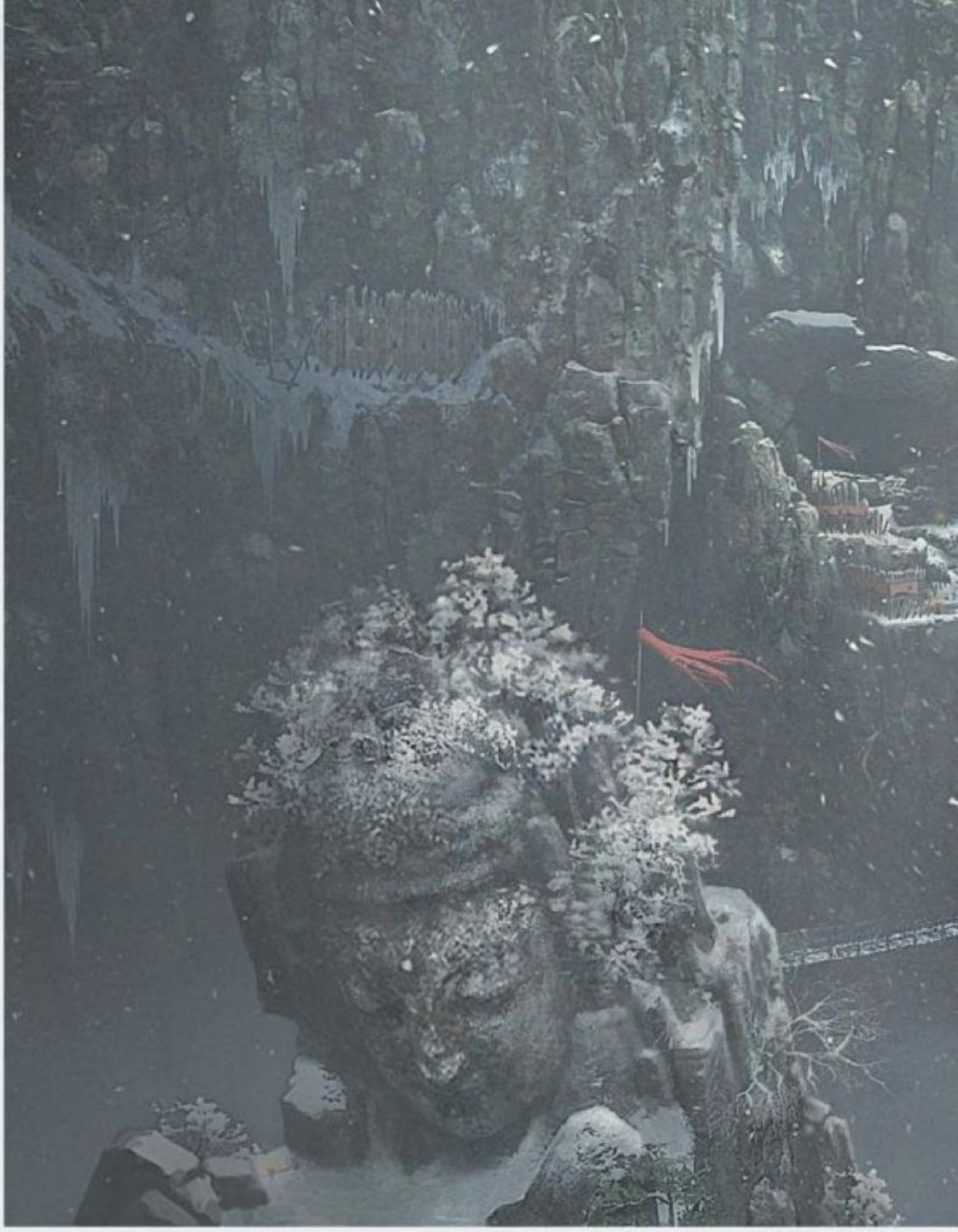
Bell demon's temple

Five-Story Tower

Maze of arhat statues

SUNKEN VALLEY

Snake Shrine Bodhisattva



Rope bridge

GUN FORT, FAR VIEW

GUN FORT SPIRES

Cavernous fissure

GUN FORT, OUTSIDE

GUN FORT SHRINE, INSIDE

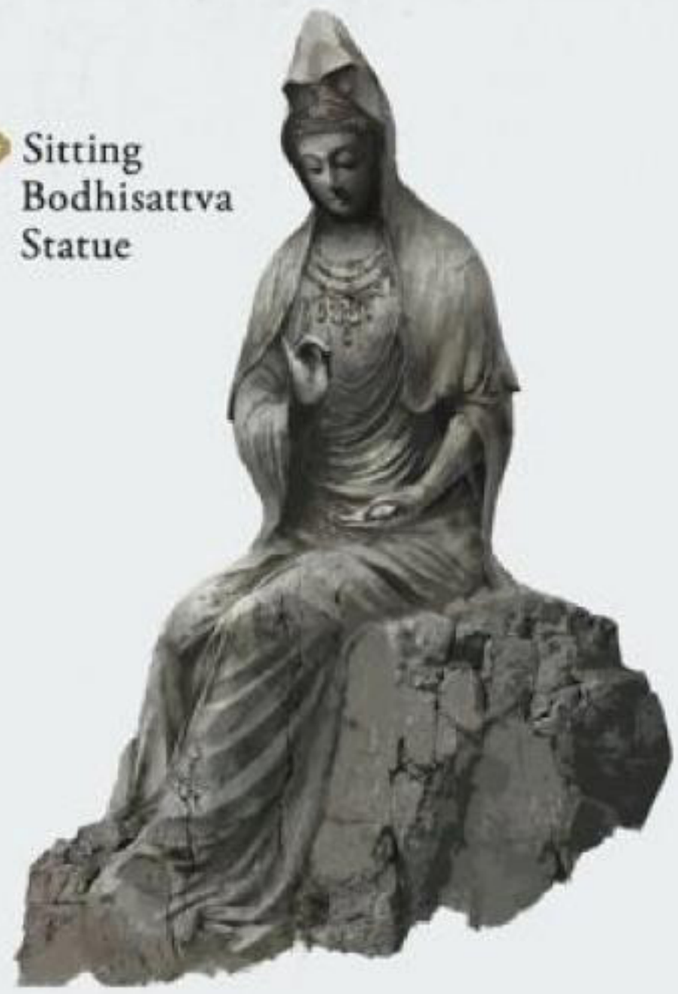
Great serpent's nest

Great serpent

Serpent's nest shrine

Bodhisattva Valley

Sitting Bodhisattva Statue



Standing Bodhisattva Statue

Lotus of the Palace

Affectionate Mother Bodhisattva Statue

Guardian ape's watering hole

ASHINA DEPTHS

Toxic Memorial Mob

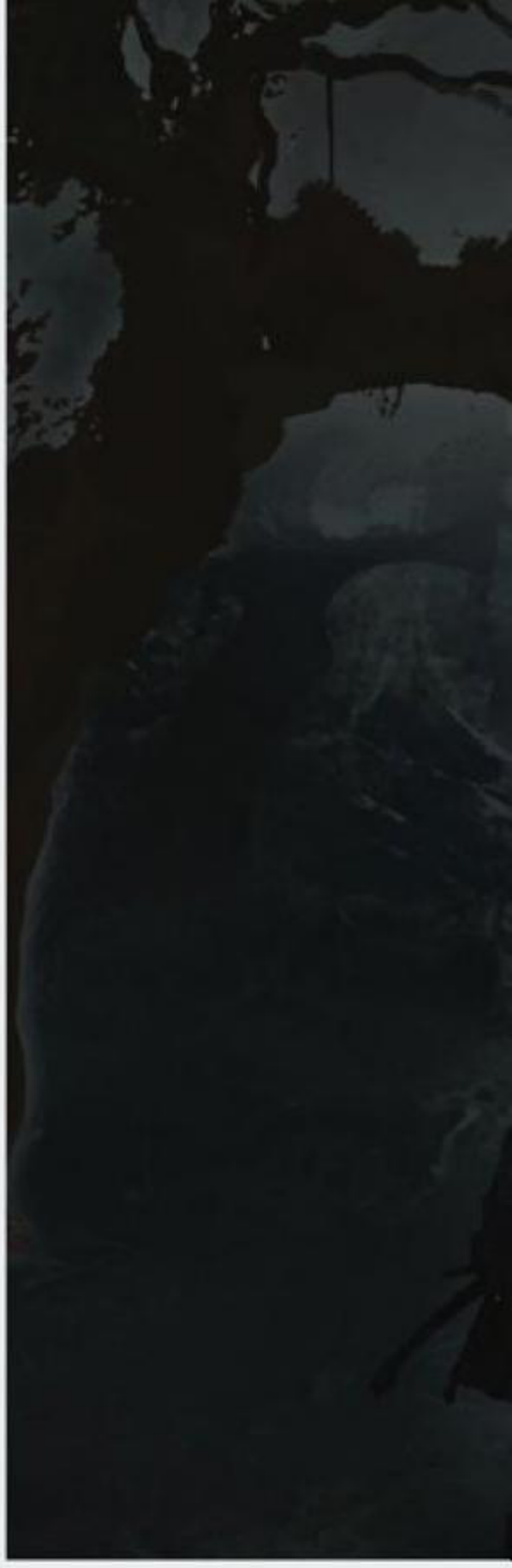
Poison pool

Bodhisattva Statue

Guardian ape's burrow

MIBU VILLAGE

Buddha of the Abandoned Temple



Abandoned temple

Exiled memorial mob

Villager homes, inside

MIBU VILLAGE PROPER

Gorinto

Stone Monument

Jizo Statue

Stone Lantern

River bottom

Weaver House

Blood-soaked cloth

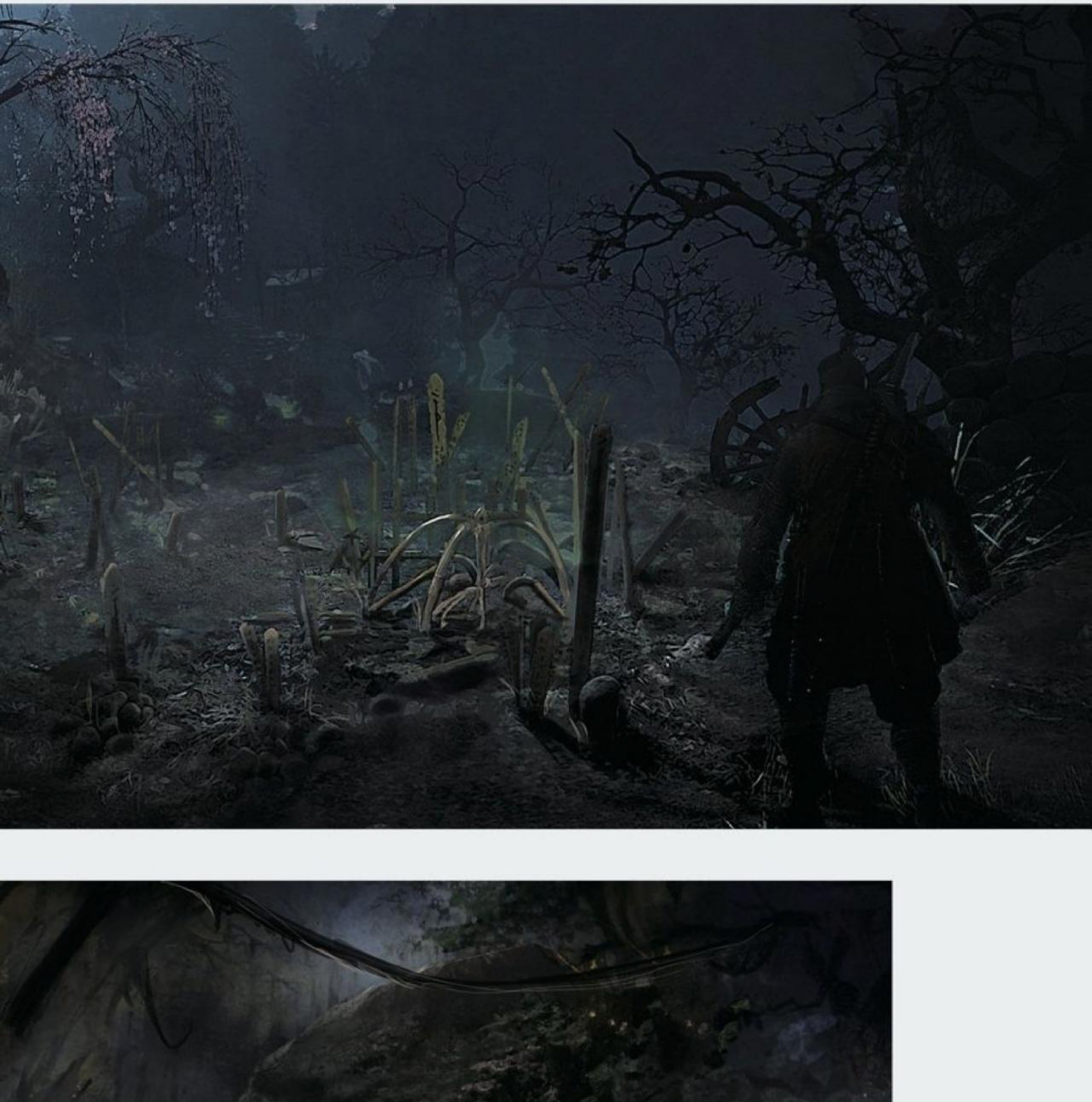
Attic

Precious Bait

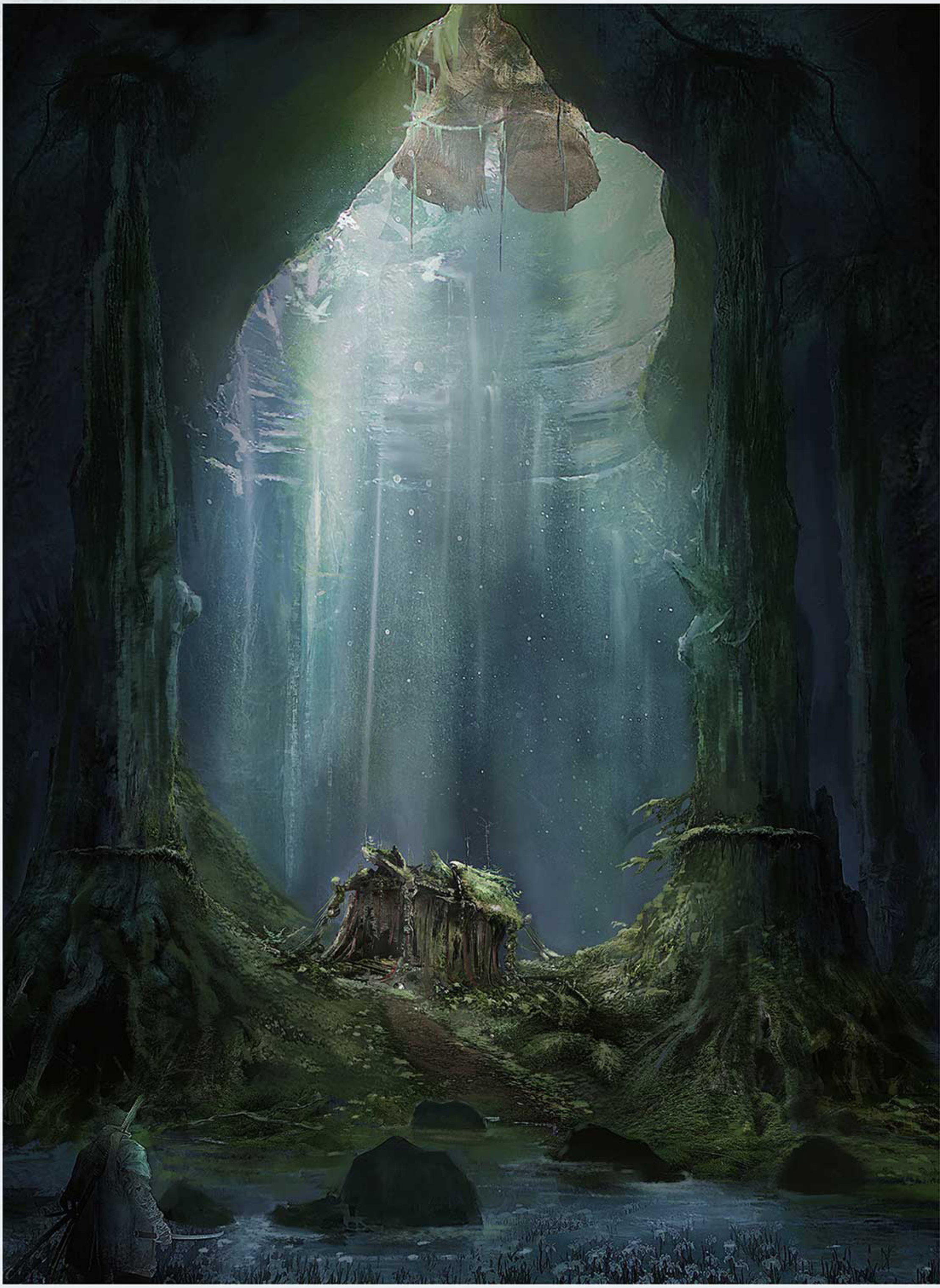
Priest's abode, inside

神主の家

Octopus Sakura



WEDDING CAVE DOOR



輿入れの洞窟

Shelter stone

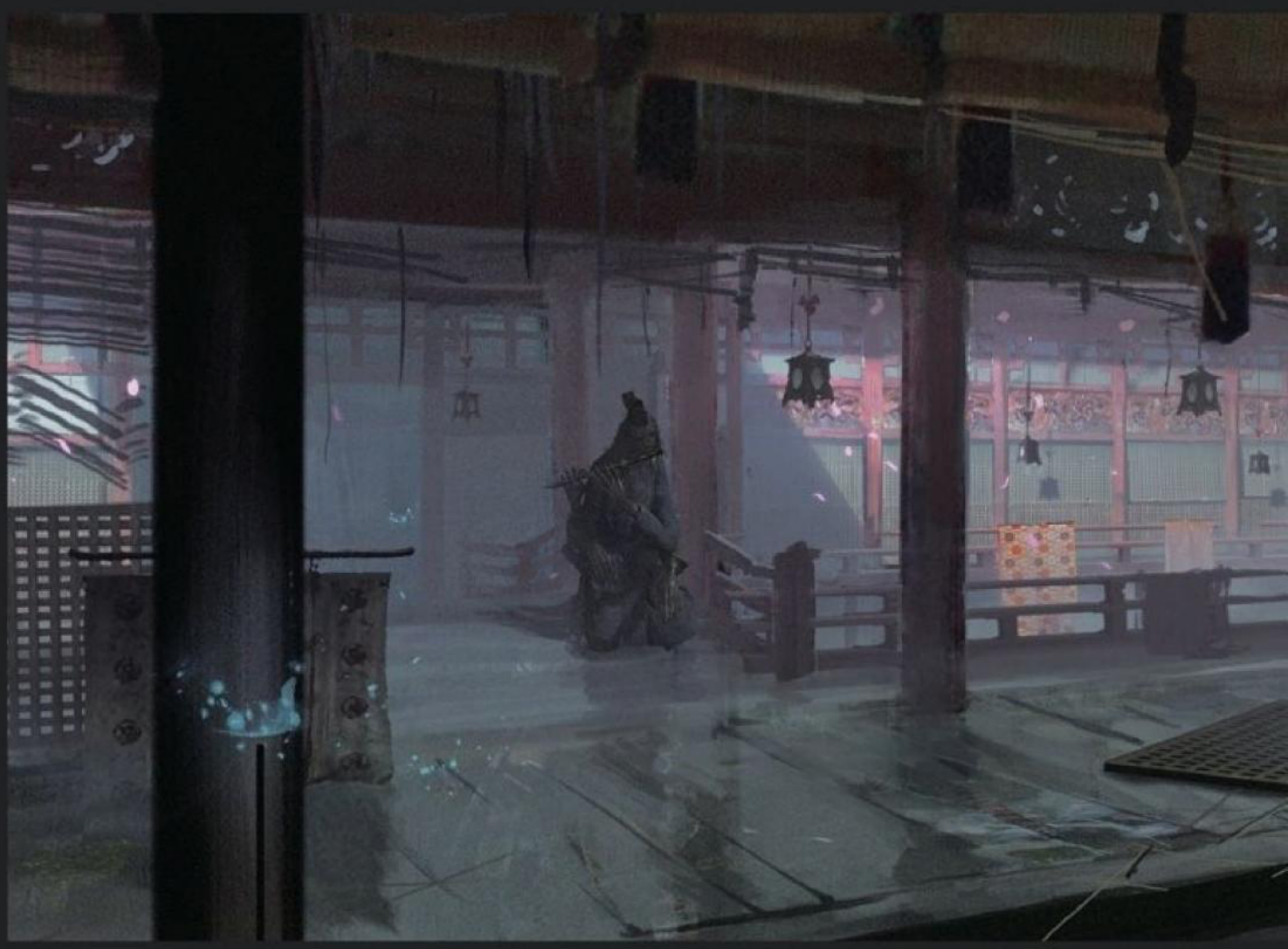
FOUNTAINHEAD PALACE

異郷へ

Tree with Red Leaves

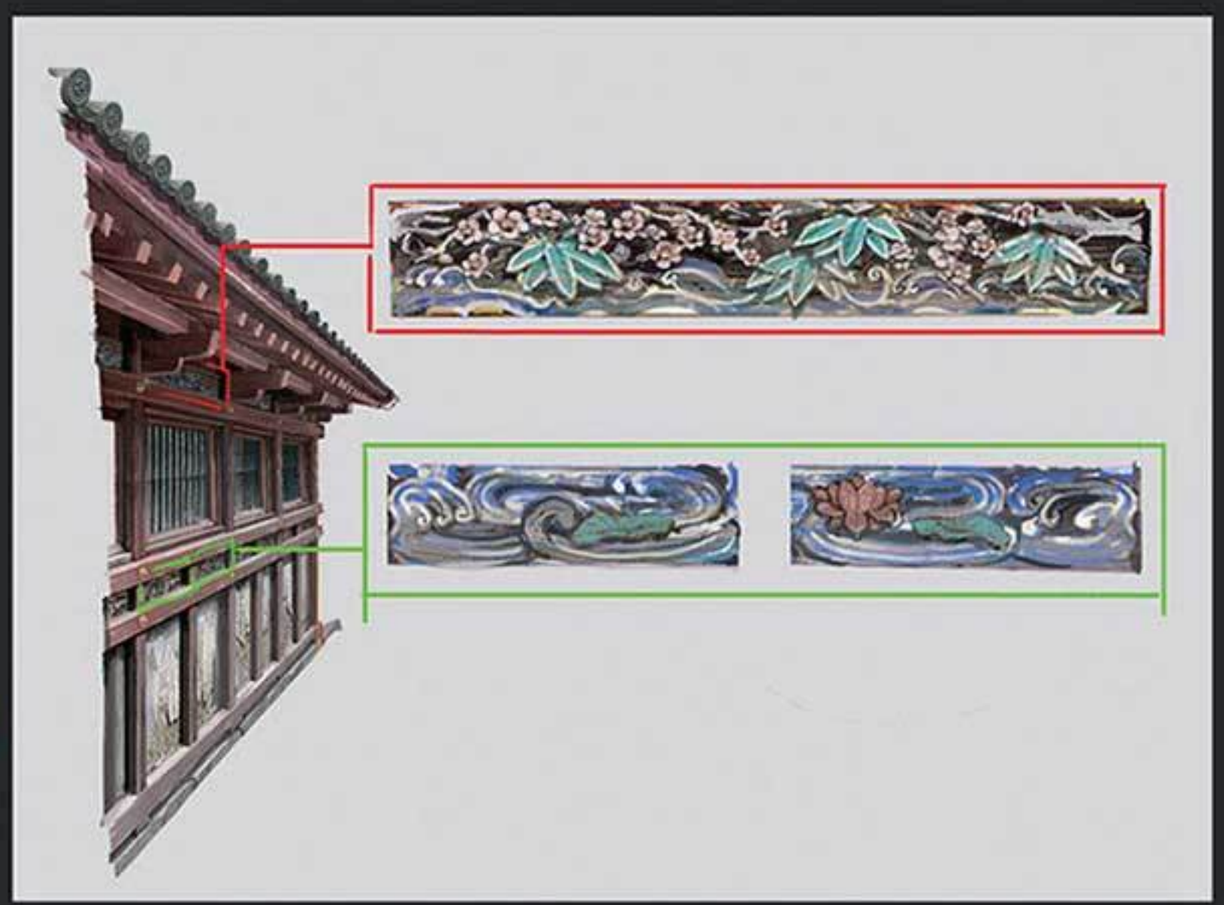
Fountainhead palace residence, outside

Fountainhead palace residence, inside



Fountainhead palace overview

太鼓橋



飾り彫刻

飾り瓦

牛車

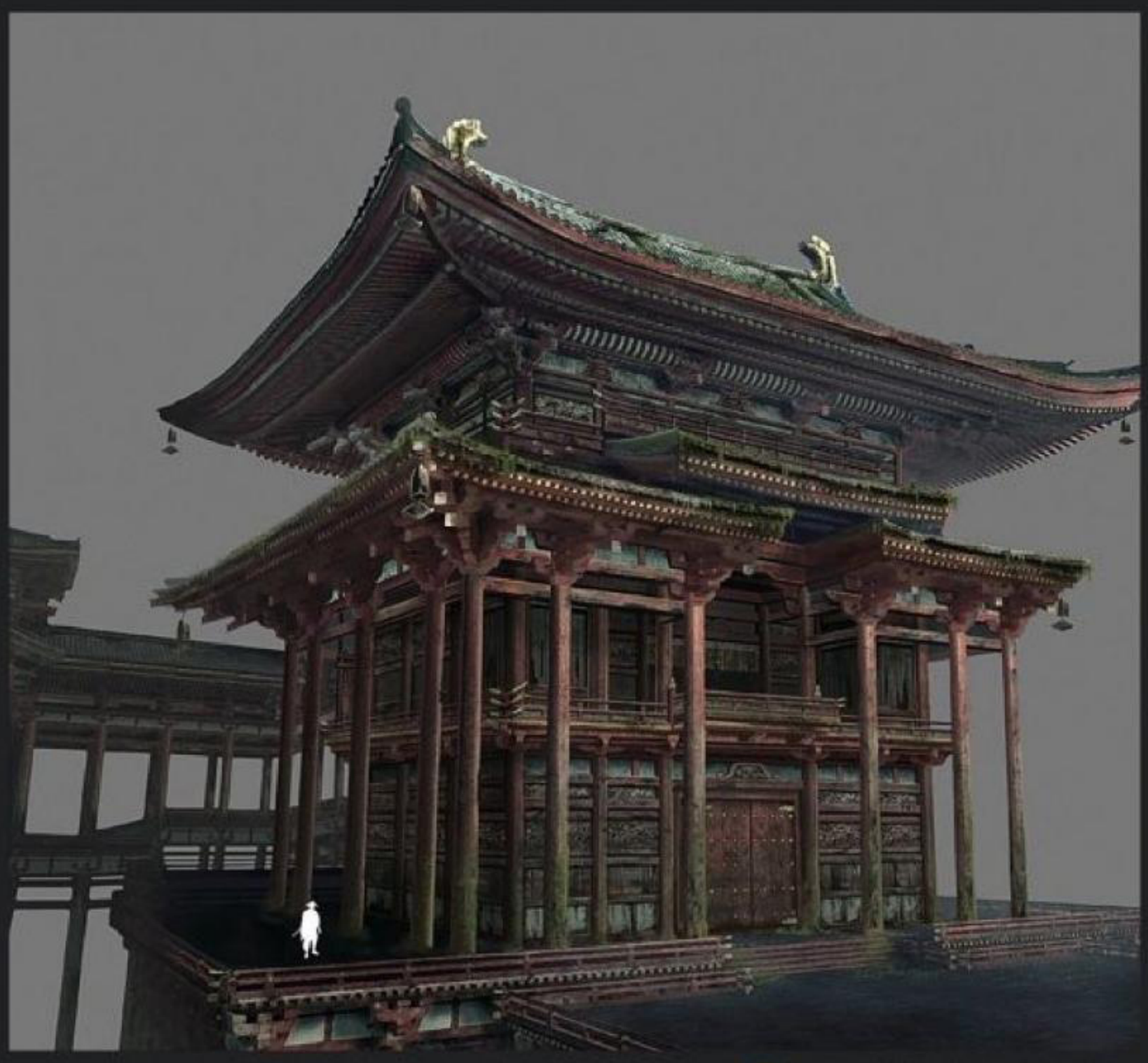
Great bridge to the palace grounds

Shrine

Mibu manor

Banner

Mibu manor, inside



Imperial Audience Chamber

御屋敷

御屋敷内観

Great sakura

Summoning Bell

Feeding grounds

UNDERWATER

Sunken palace

Consumption of the ritual sacrifice

Coffered-Ceiling Images

翁竜図屏風

宮の宝櫃

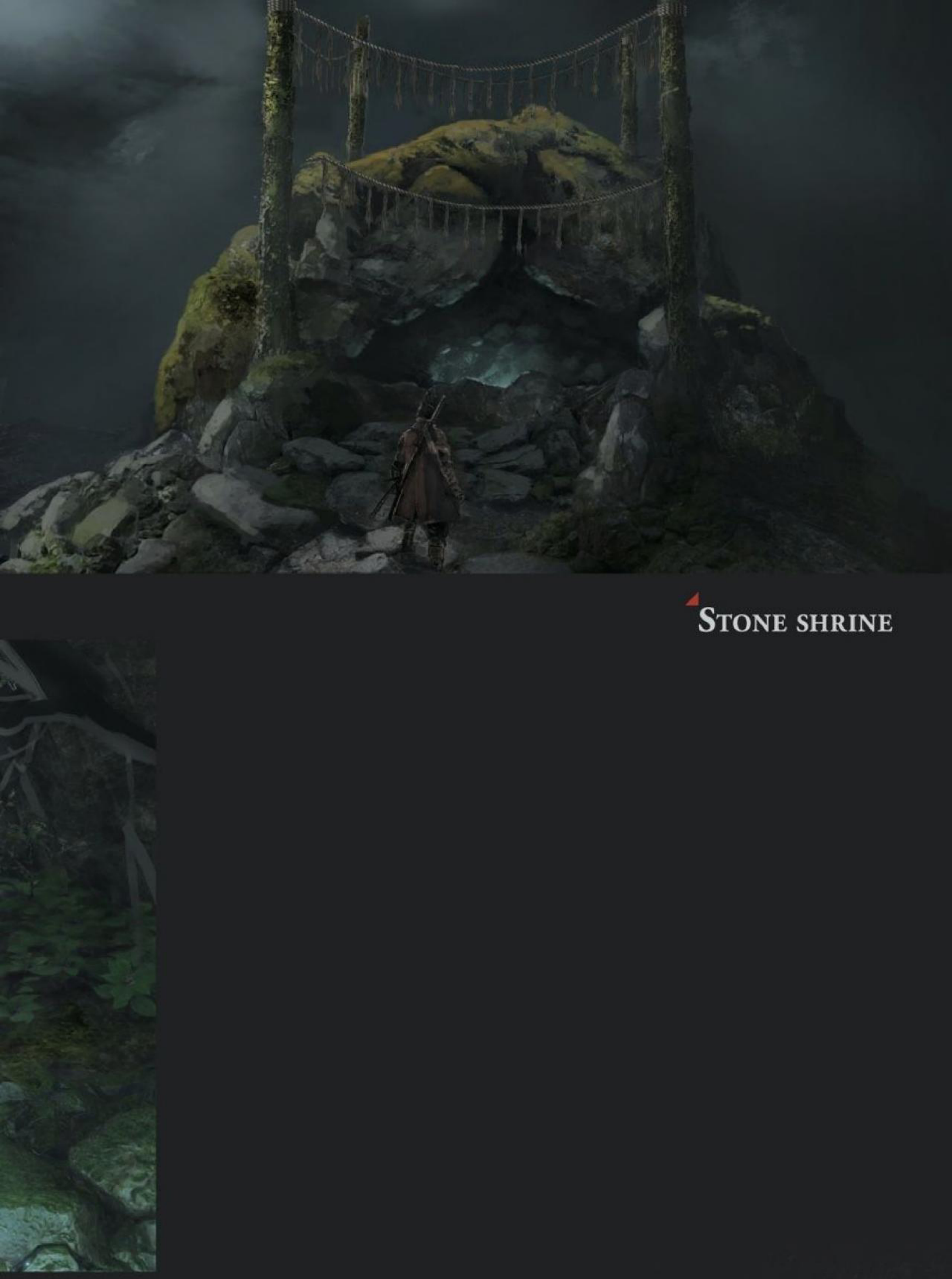
桜竜図屏風

Palace bedroom

Copyrighted material

宮の内裏 謁見の間

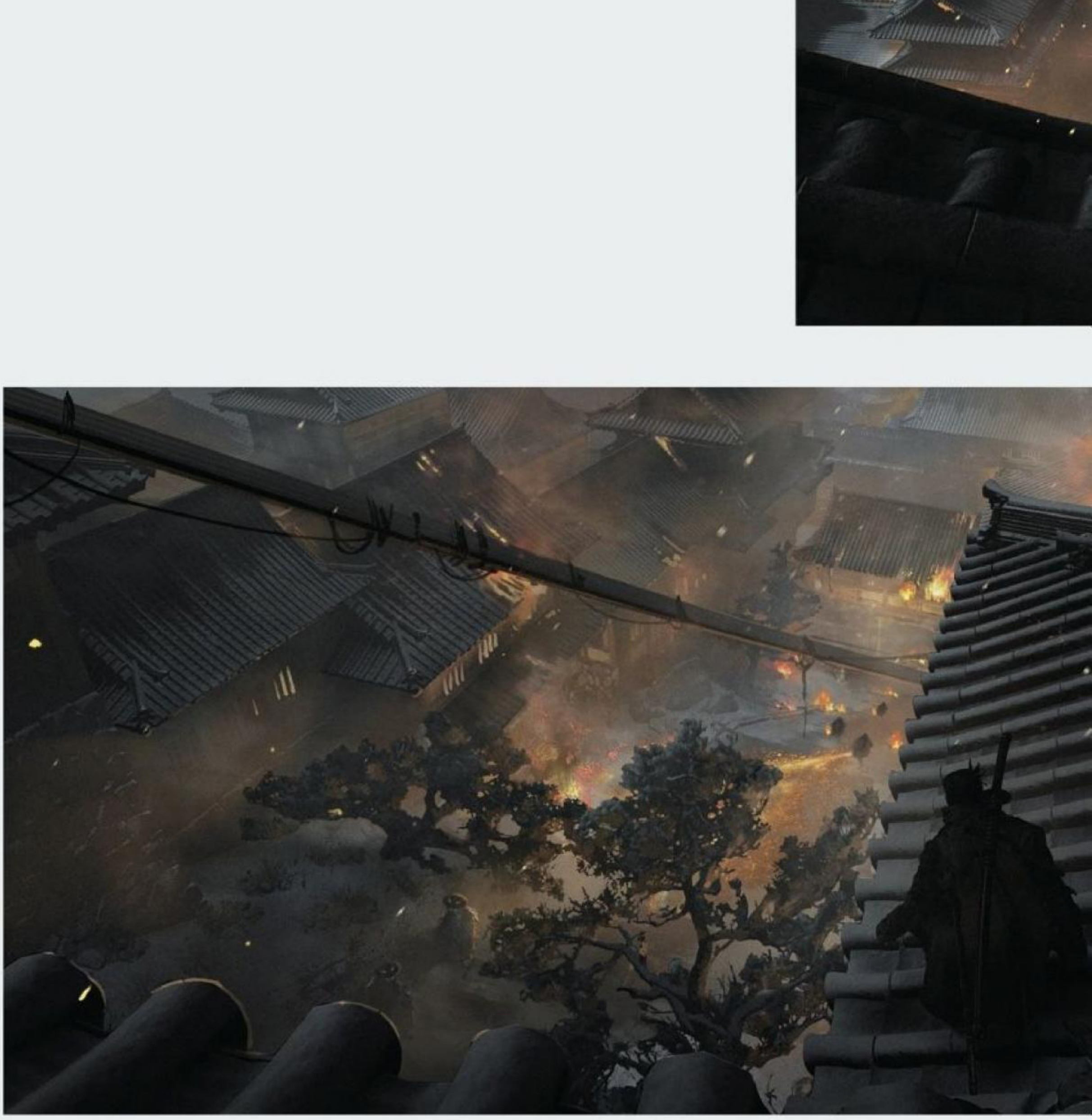
Divine dragon's seat



Stone shrine

Divine realm

INTERIOR MINISTRY'S INVASION



炎上する葦名城

内府方の陣

城下外郭 虎口階段

怨嗟の鬼

Characters & Prosthetic Tools

SEKIRO™
SHADOWS DIE TWICE
Official Artworks

葦名雑兵

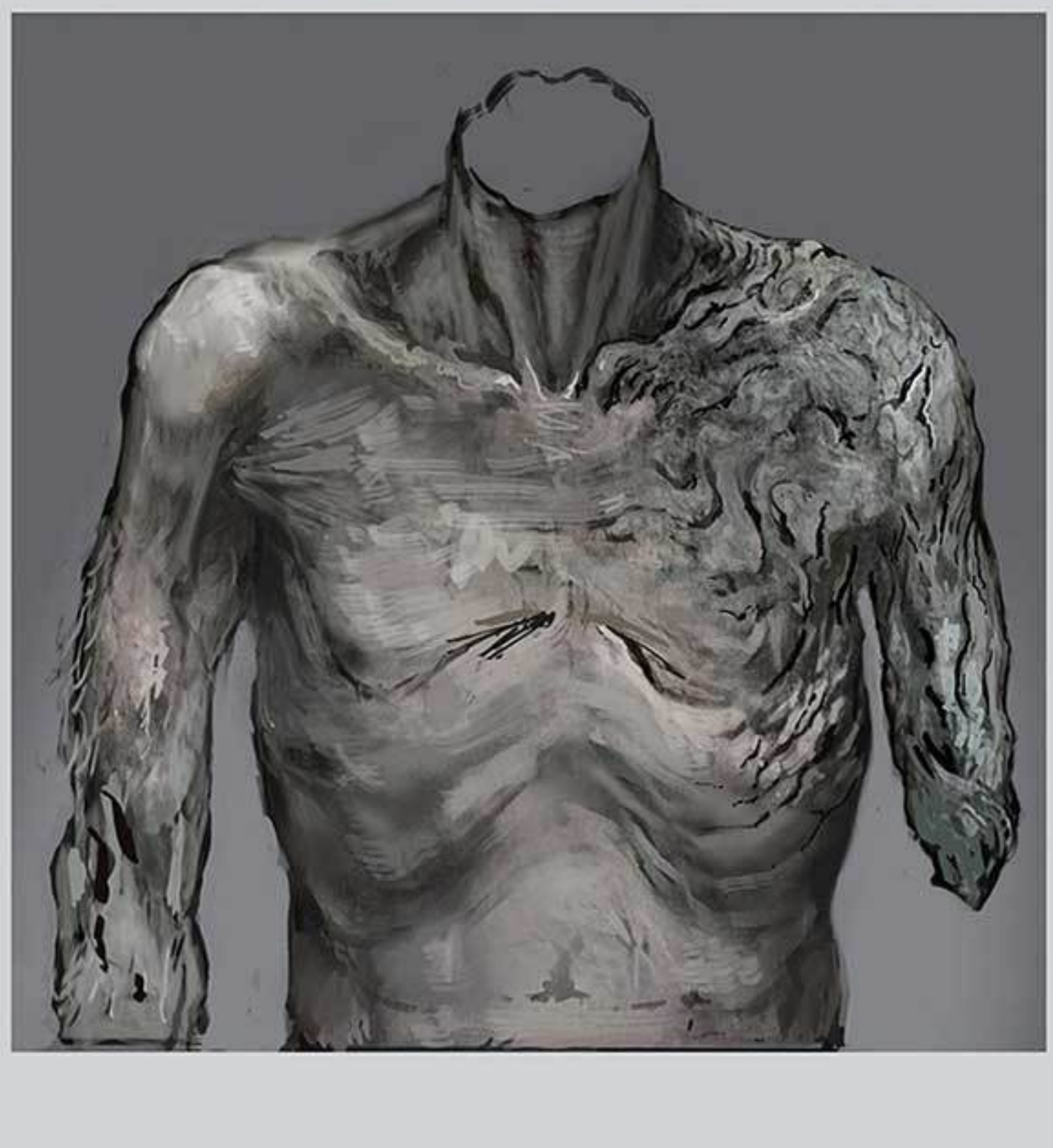
田村の雑兵

梟と狼（幼少期）

狼

Initial Sketch

仏師



HANBEI THE UNDYING

初期稿

EMMA, THE DOCTOR

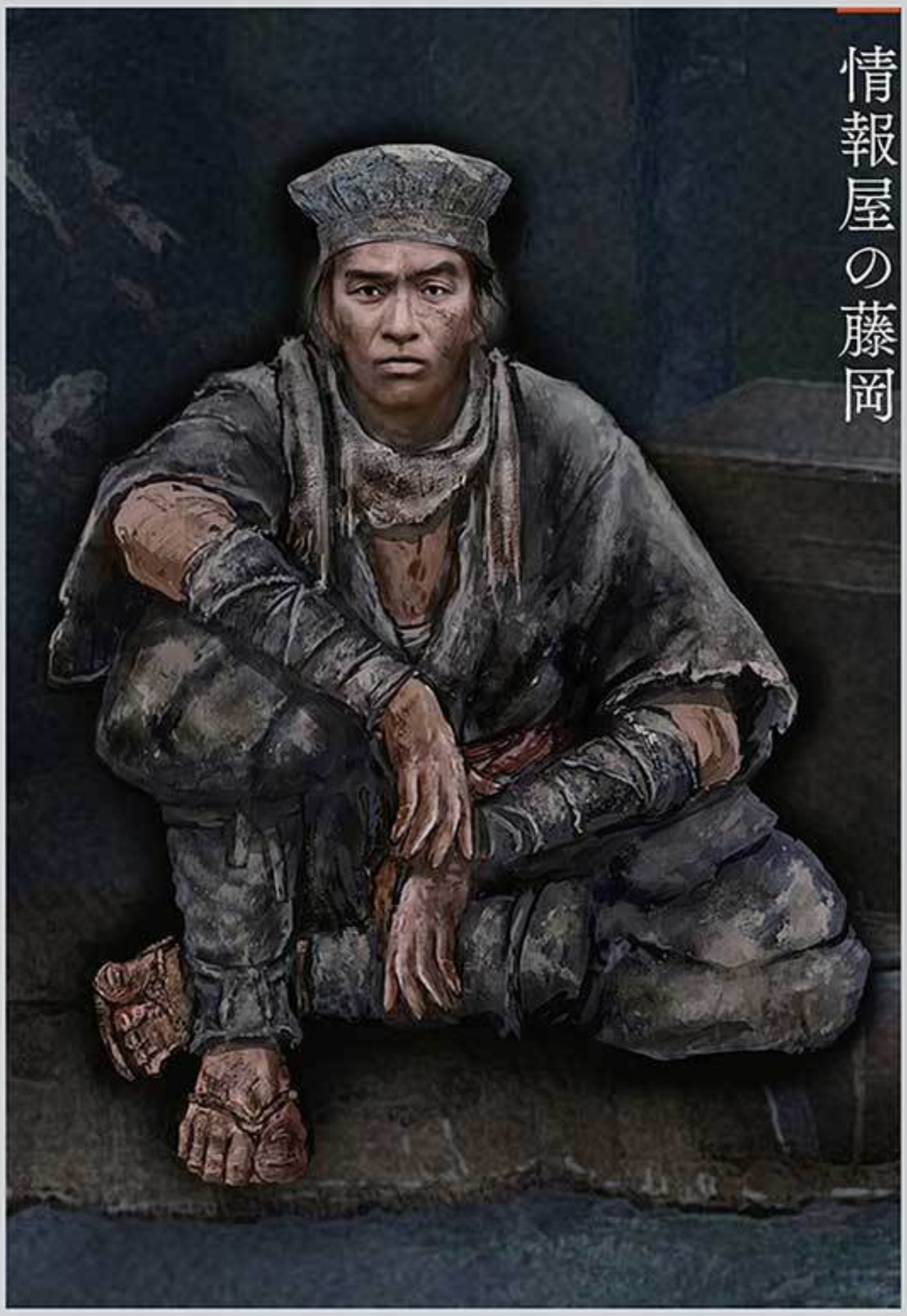
初期稿

DIVINE CHILD OF REJUVENATION

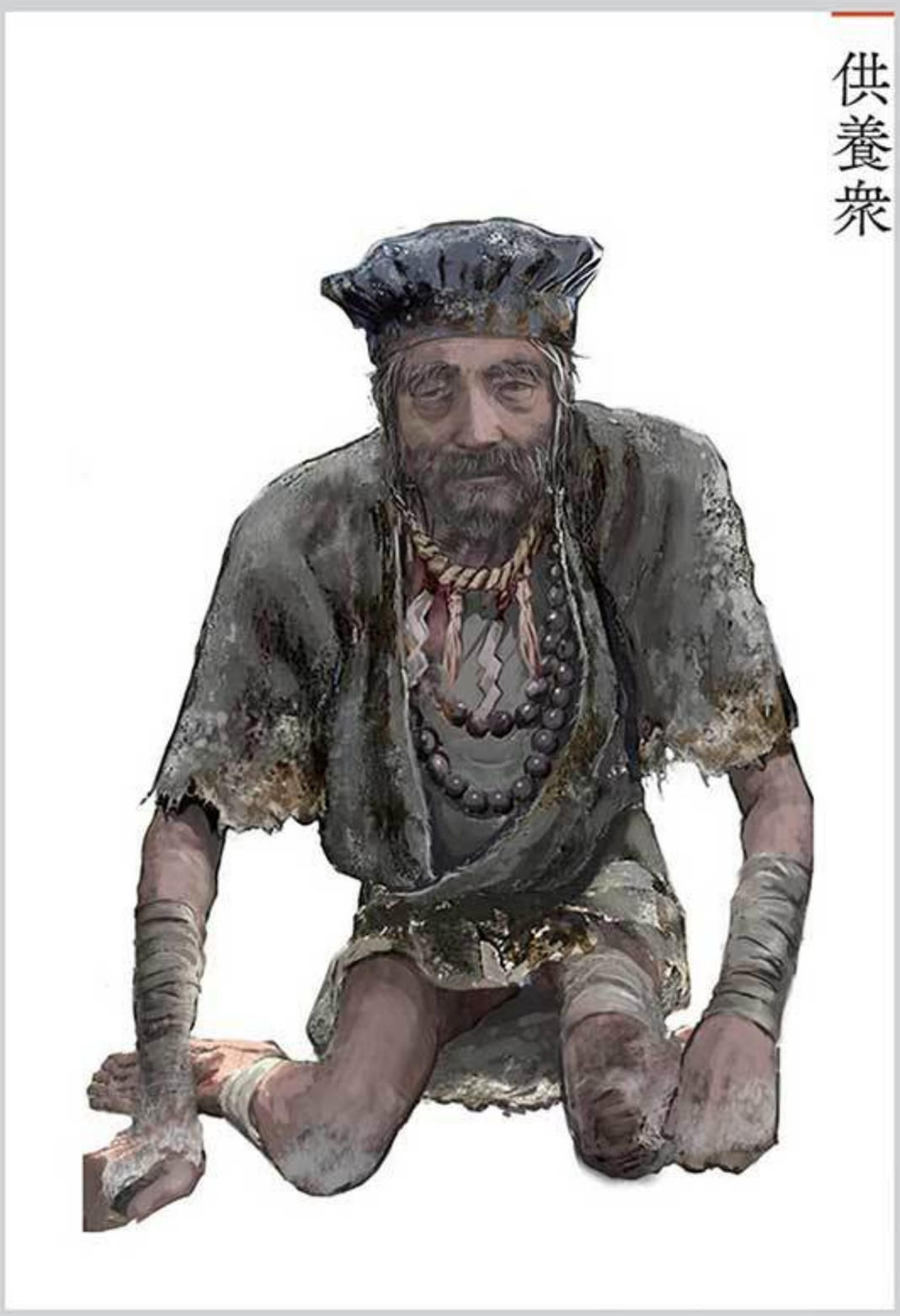
初期稿

信心深き者

隈野陣左衛門



情報屋の藤岡



供養衆

野上のおばば

物売りの穴山

野上伊之助

BLACKHAT BADGER

MIBU PRIEST

DOJUN

宮の老婆（妹）

宮の老婆（姉）

修羅語り

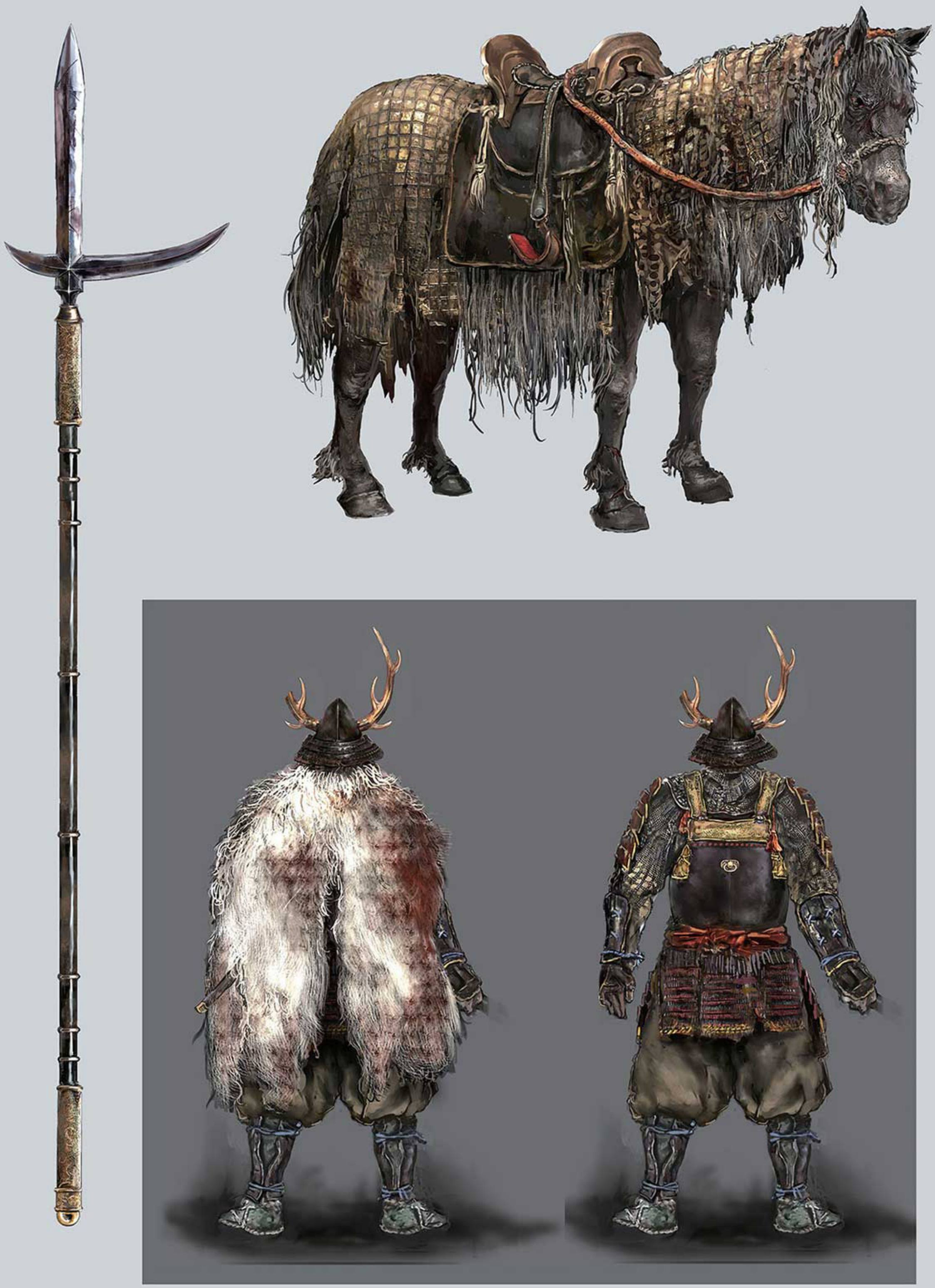
巫女

GENICHIRO ASHINA

Initial Sketch

GENICHIRO ASHINA, WAY OF TOMOE

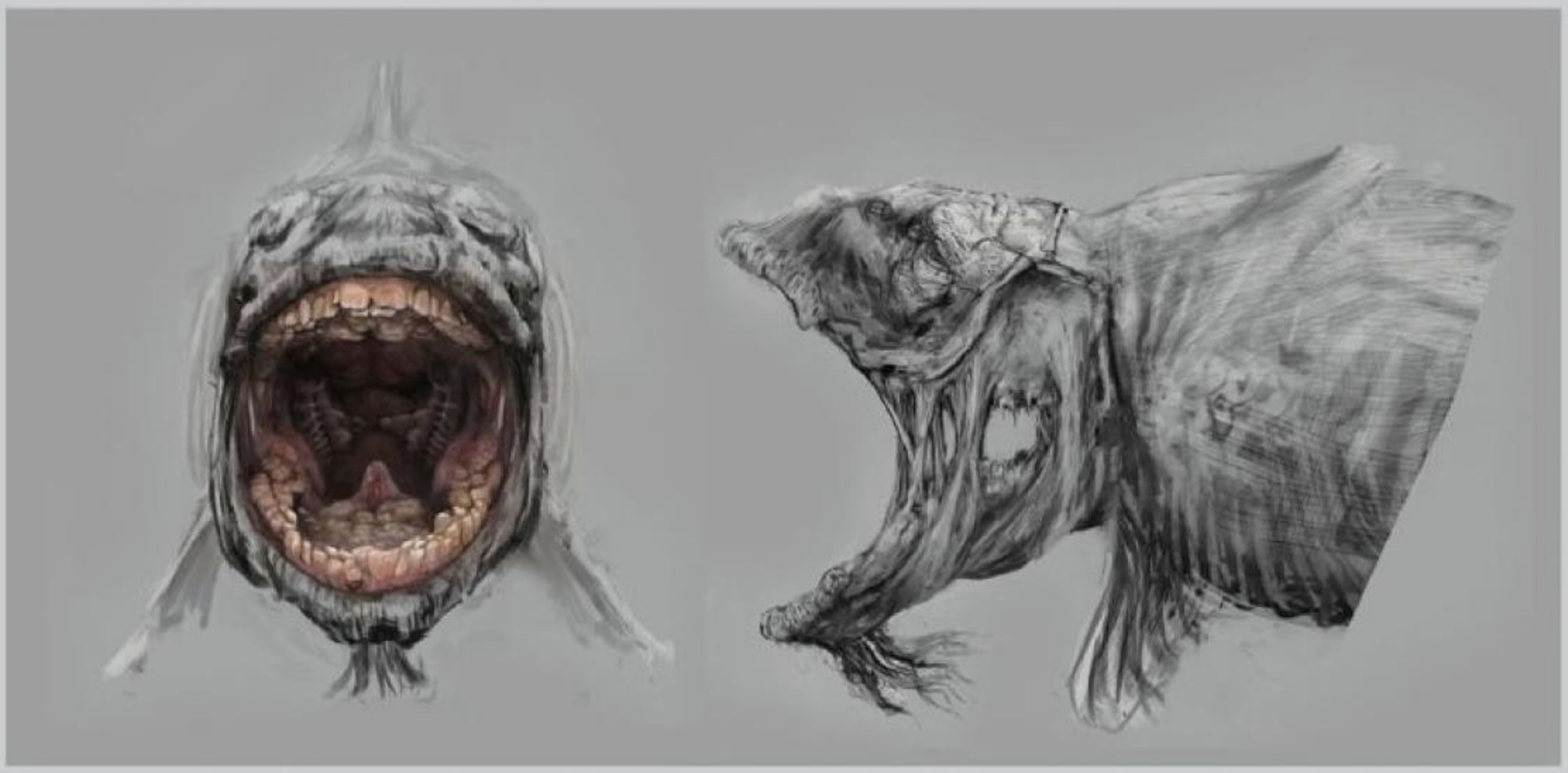
鬼庭形部雅孝

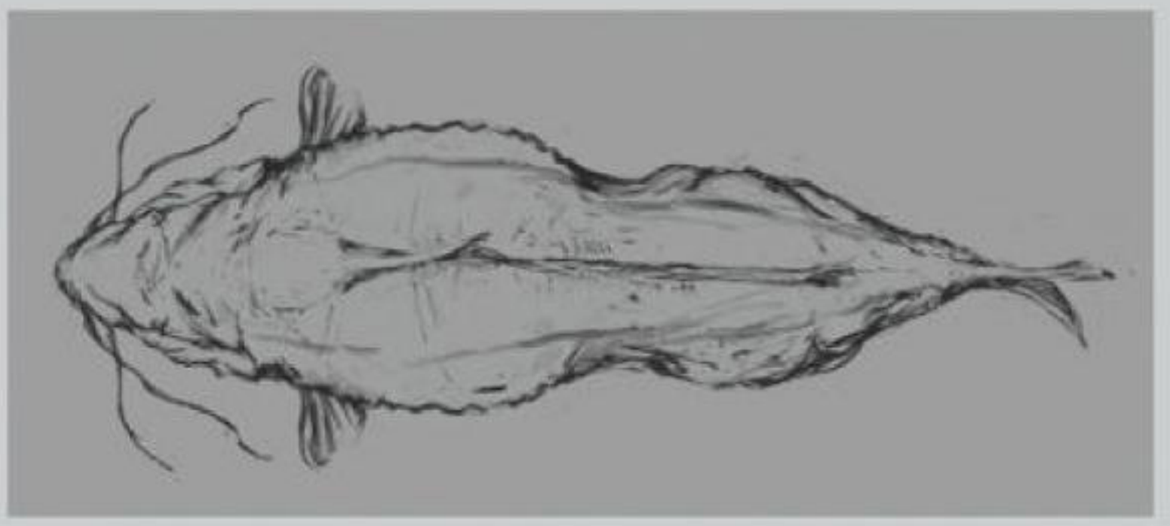


初期稿

獅子猿

GREAT COLORED CARP





PRIESTESS YAO

OLD DRAGONS OF THE TREE

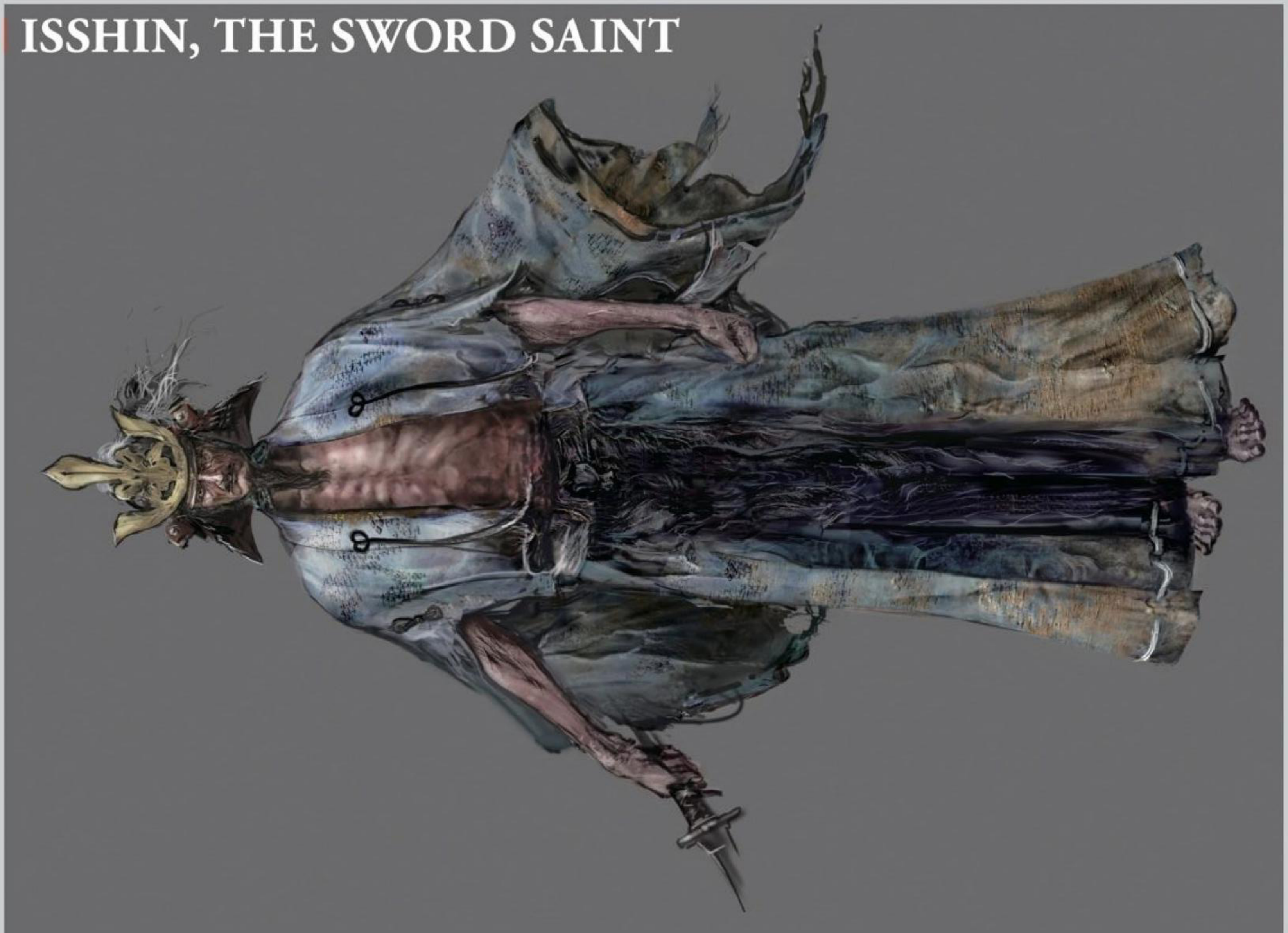
DIVINE DRAGON

大忍び梟

初期稿

初期稿

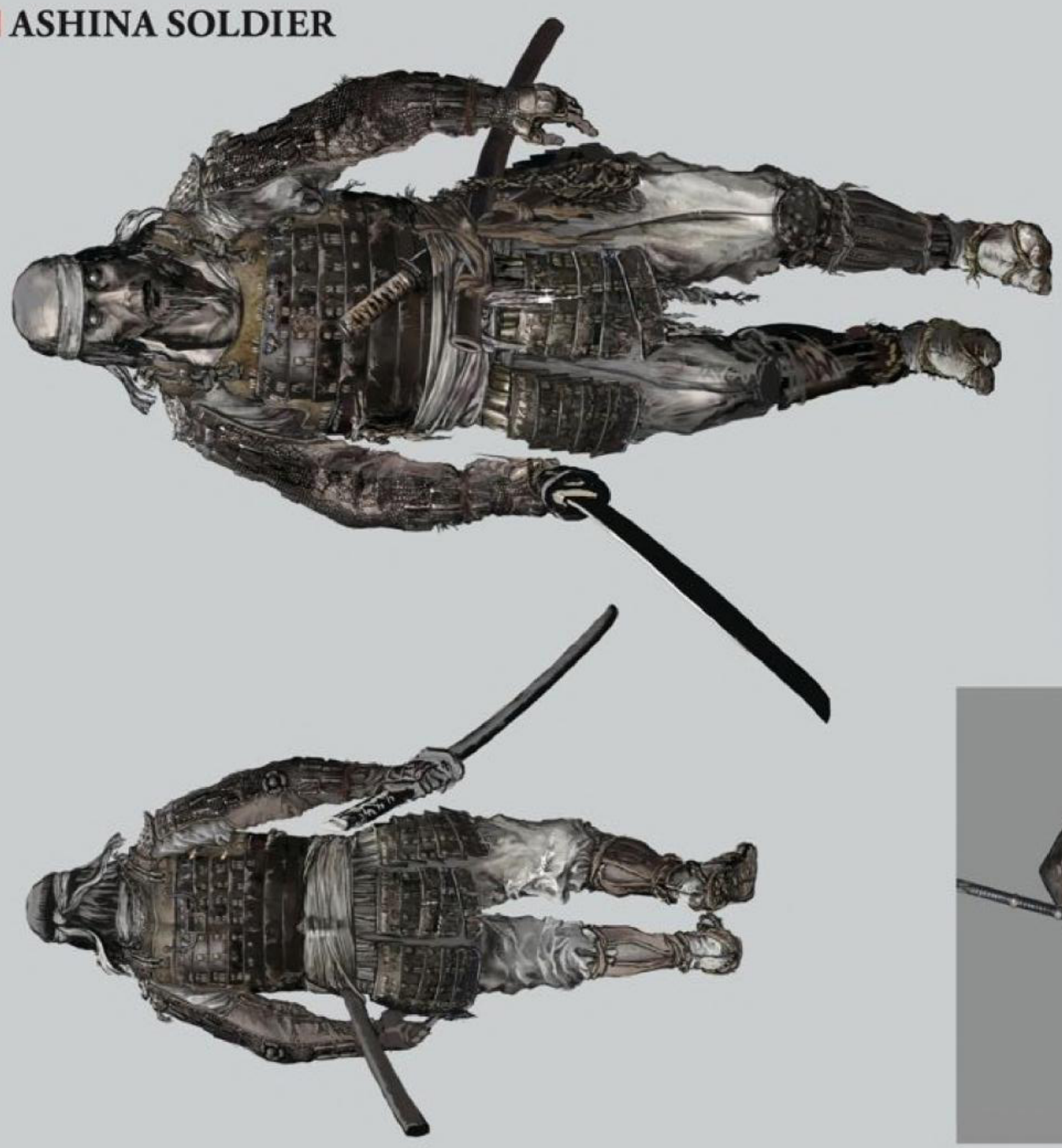
ISSHIN, THE SWORD SAINT



ISSHIN ASHINA

怨嗟の鬼

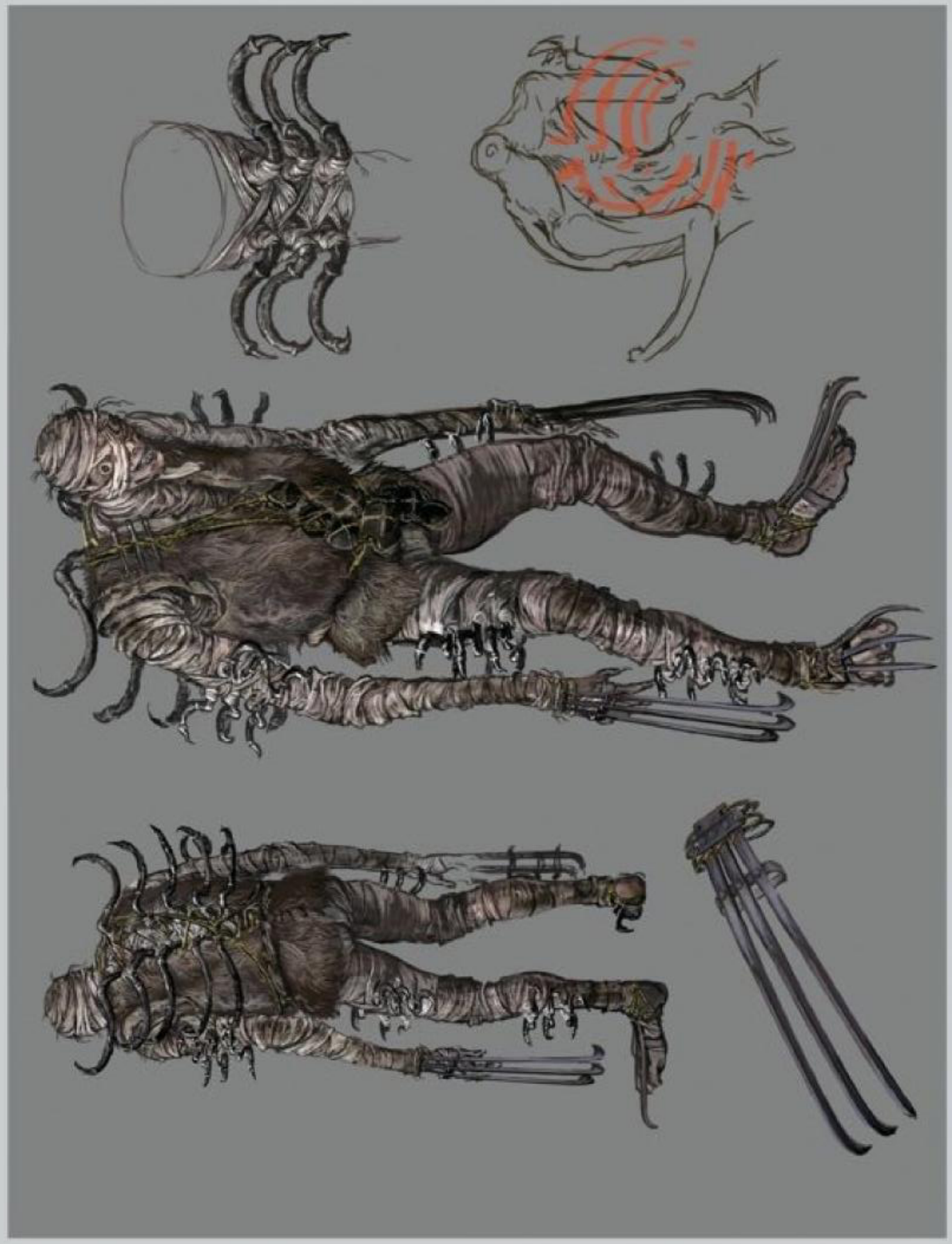
ASHINA SOLDIER



SEVEN ASHINA SPEARS

SAMURAI GENERAL

LONG-ARM CENTIPEDE



SHINOBI HUNTER

槍術師

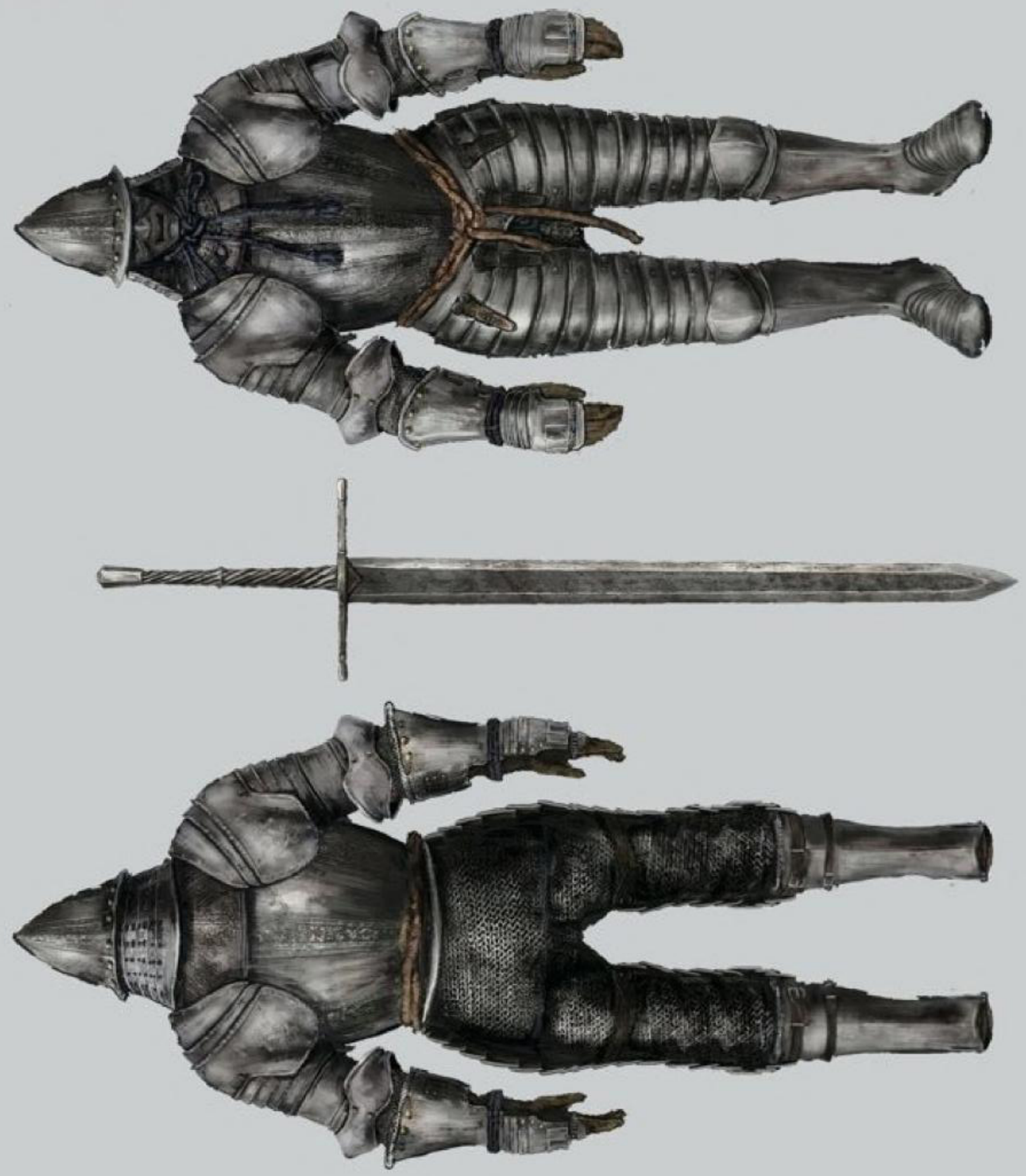
うわばみの重蔵

侍女の老婆

七面武者

LOOKOUT

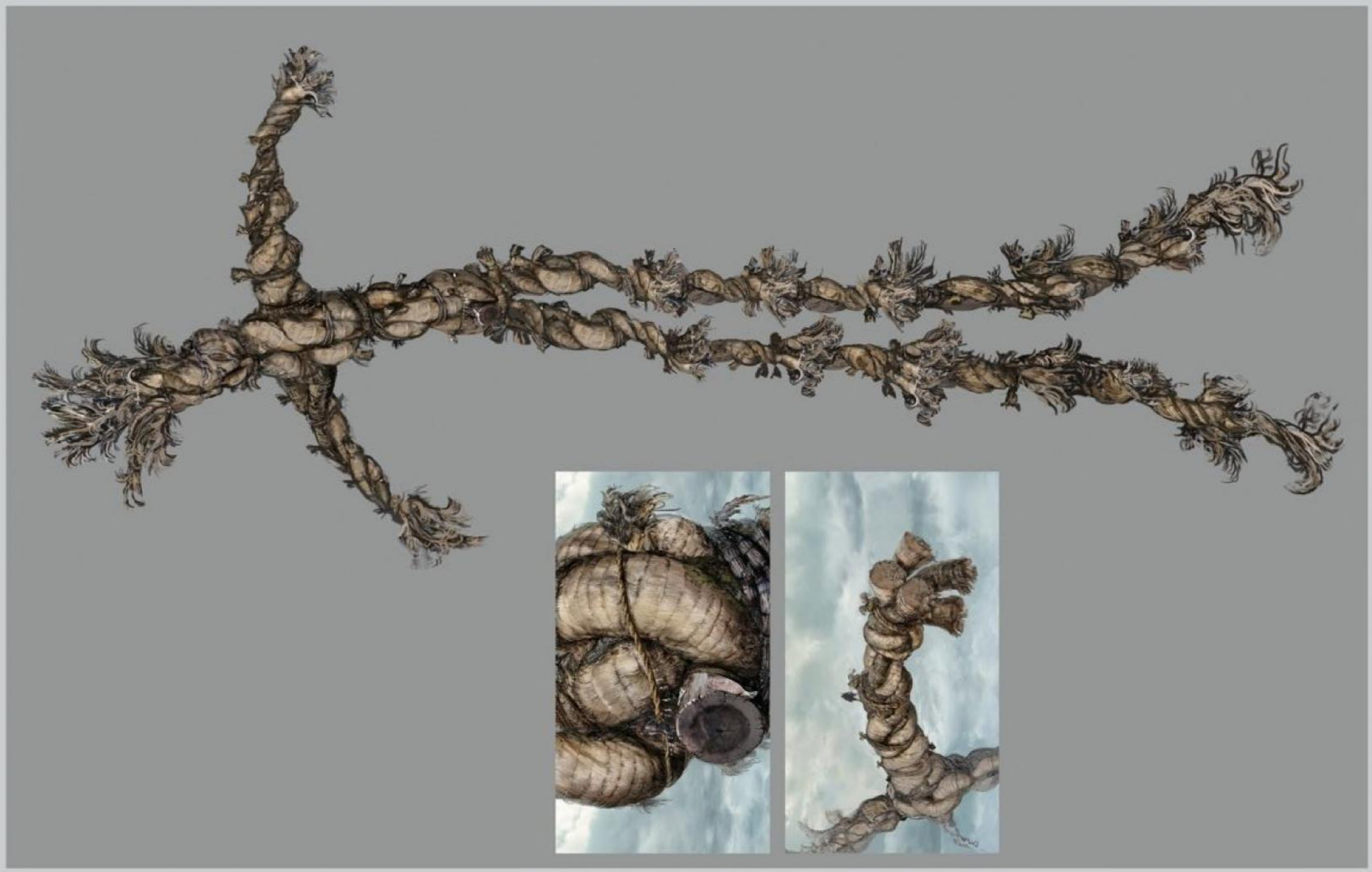
ARMORED WARRIOR



落ち谷衆

らっぱ

NEWLYWED TRANSPORT



SEEKER OF TRUTH

INFESTED SEEKER OF TRUTH

INVISIBLE MONKEY, SEEING MONKEY, SPEAKING MONKEY, HEARING MONKEY

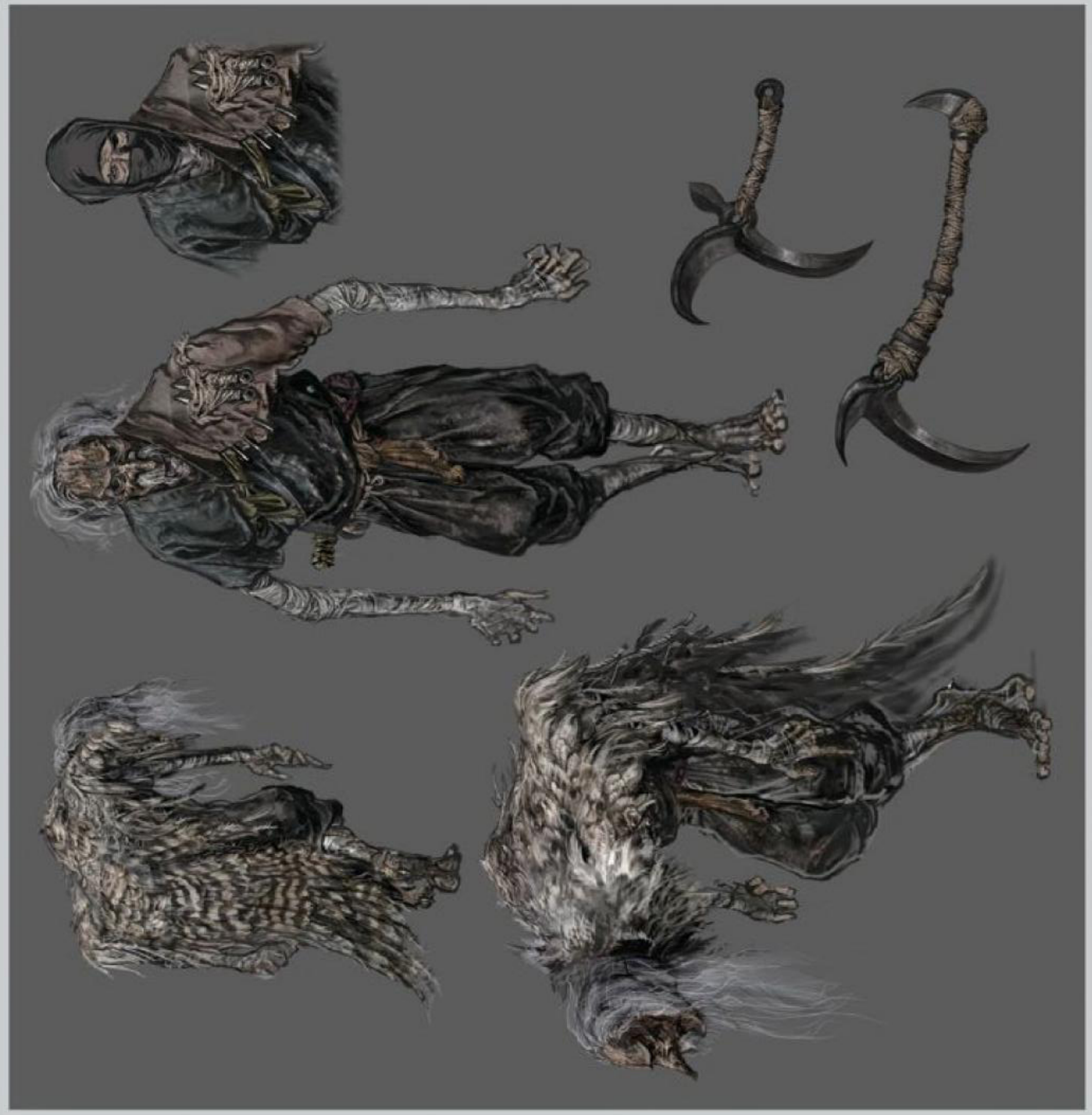
HEADLESS

宮の貴族

淤加美の武者

BLAZING BULL

NIGHTJAR NINJA



LONE SHADOW

SHINOBI DOG

MIBU VILLAGER

GRAVEKEEPER

SWORDSMAN

BRIGAND

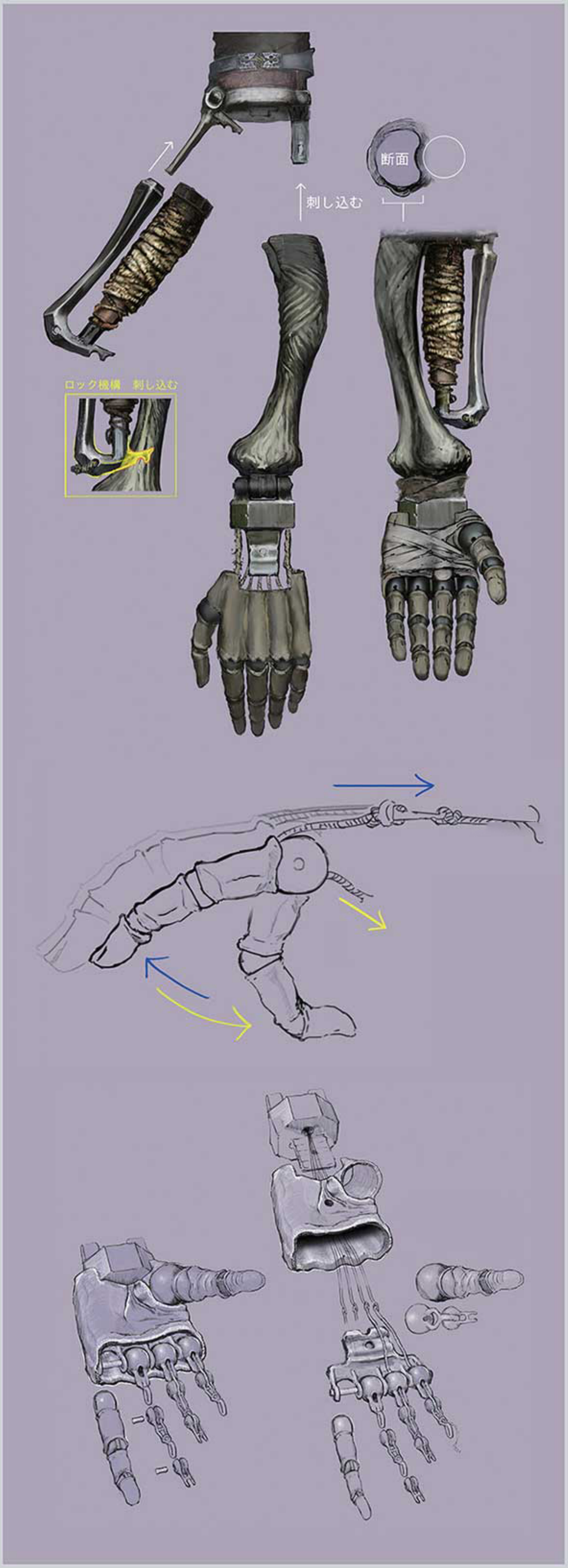
CHAINED OGRE

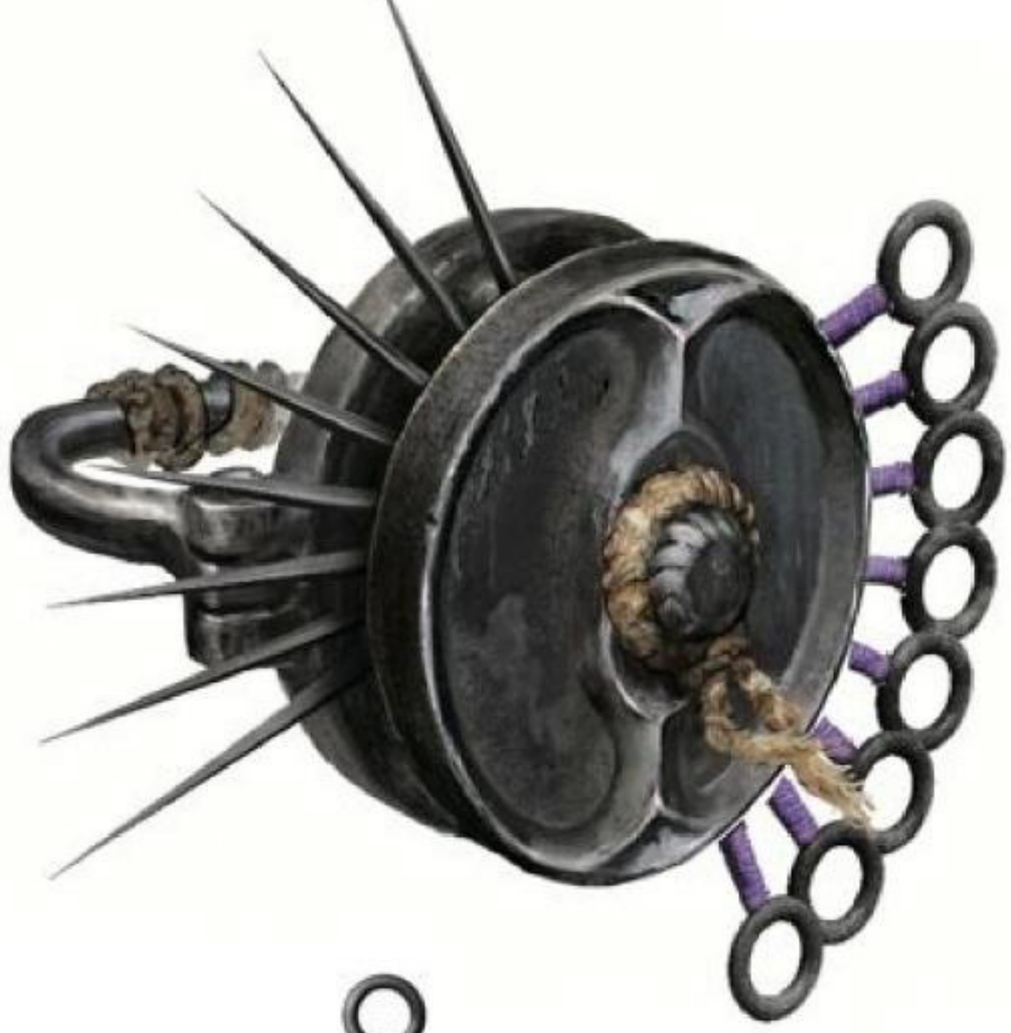
赤備え（二刀・焼夷弾）

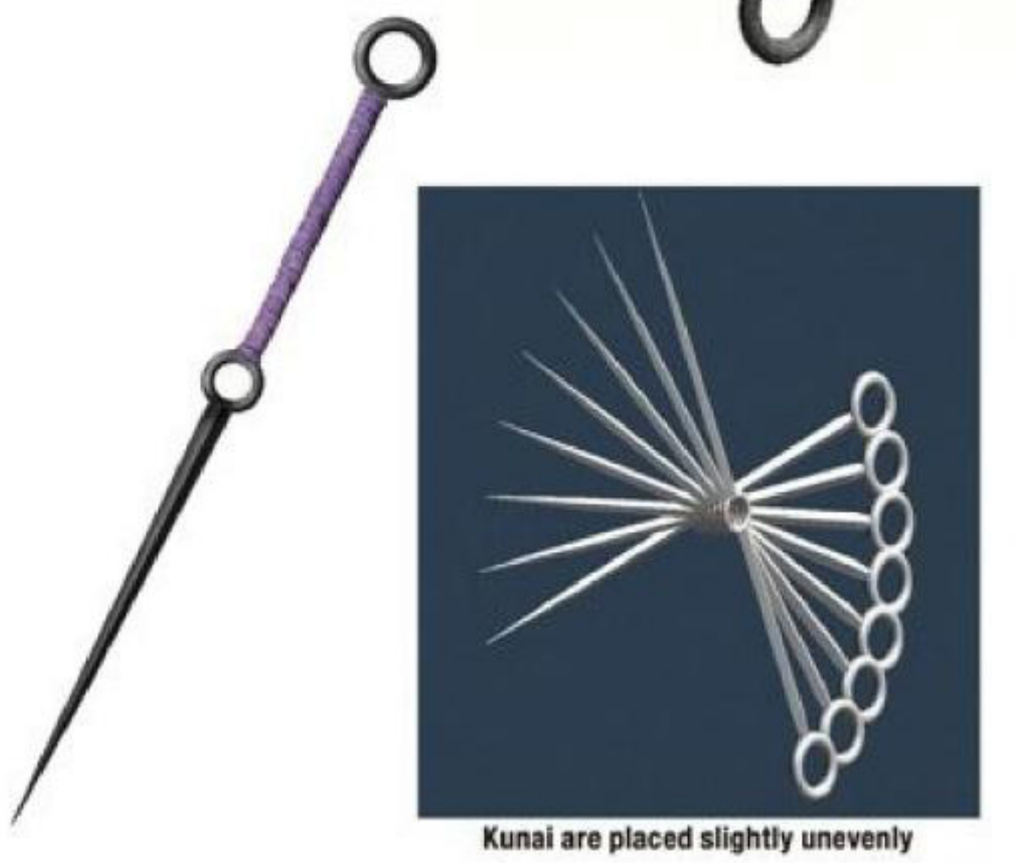
赤備え（小太刀・二刀）

赤備えの重吉

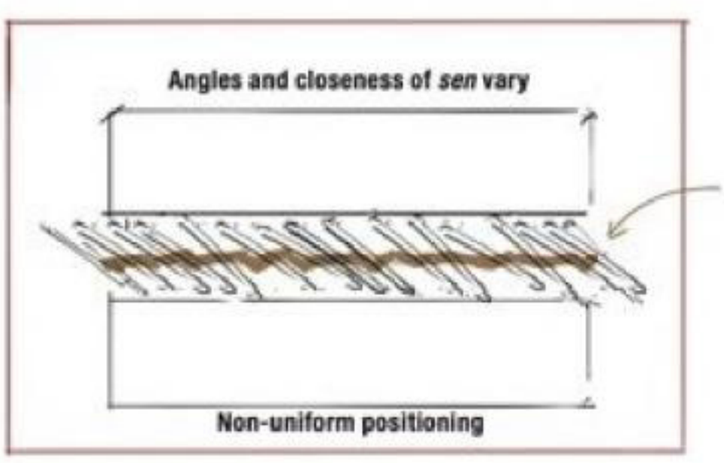
忍義手





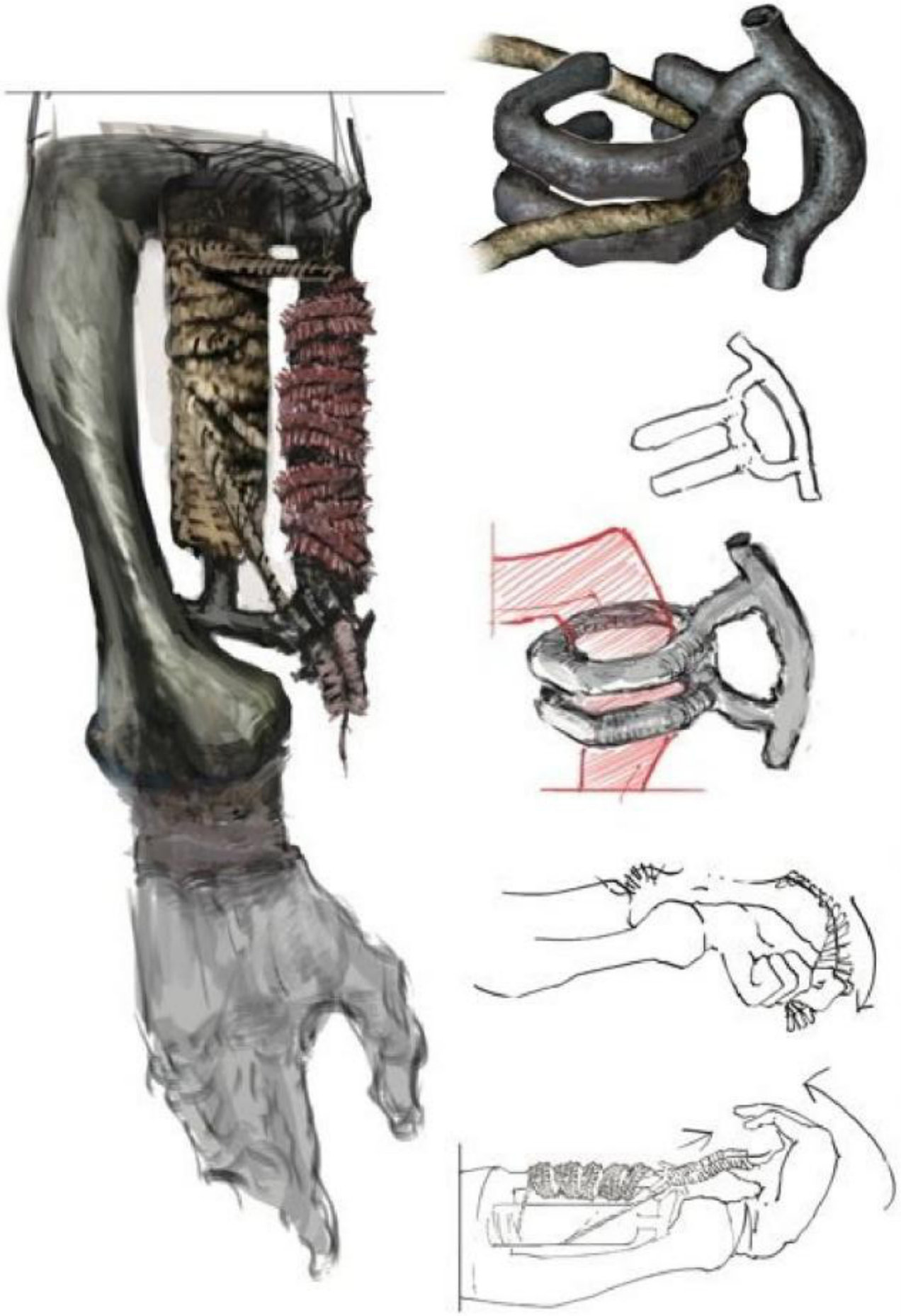


Kunai are placed slightly unevenly



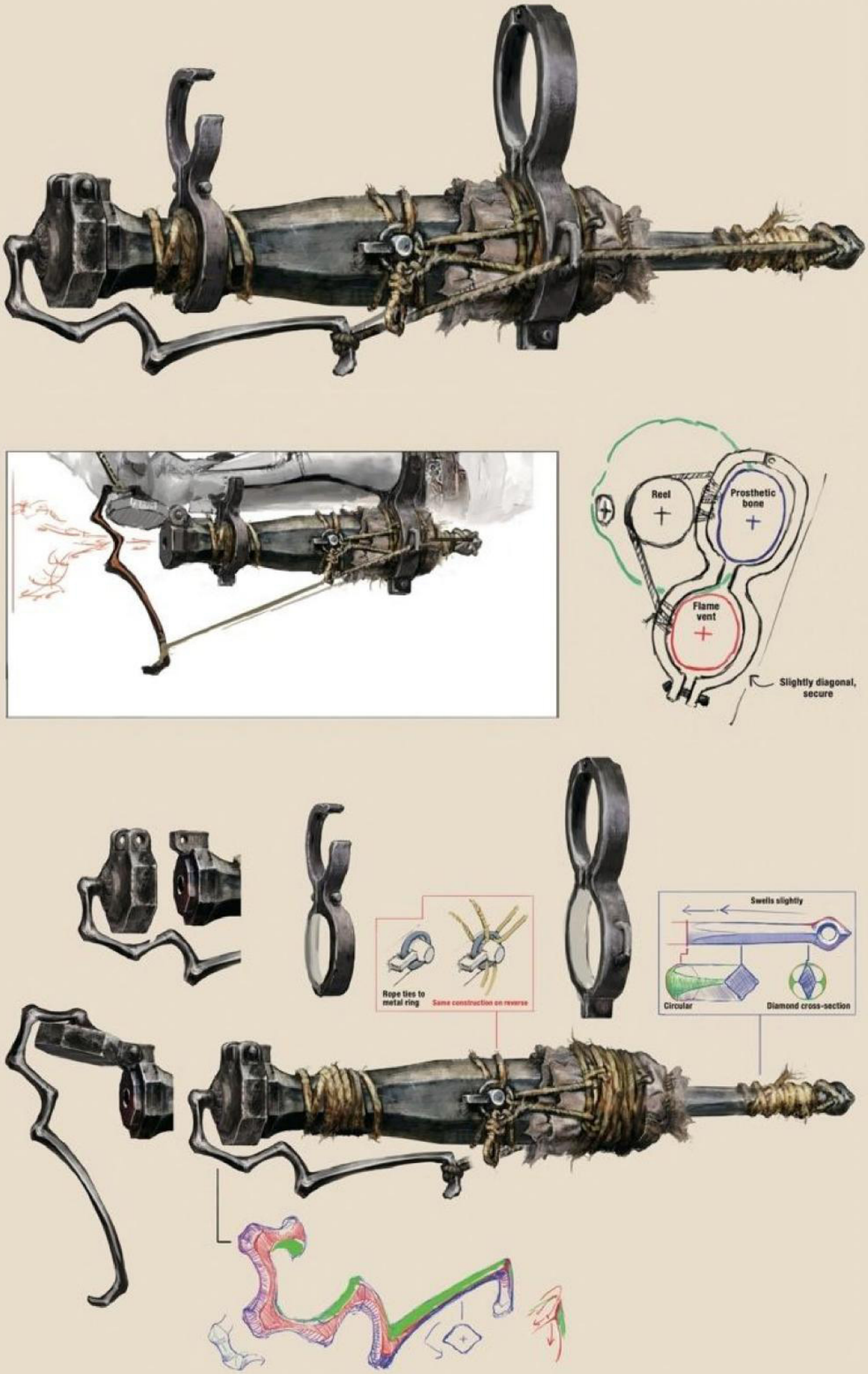
Sen—bright and lustrous

PROSTHETIC TOOL: GRAPPLING HOOK

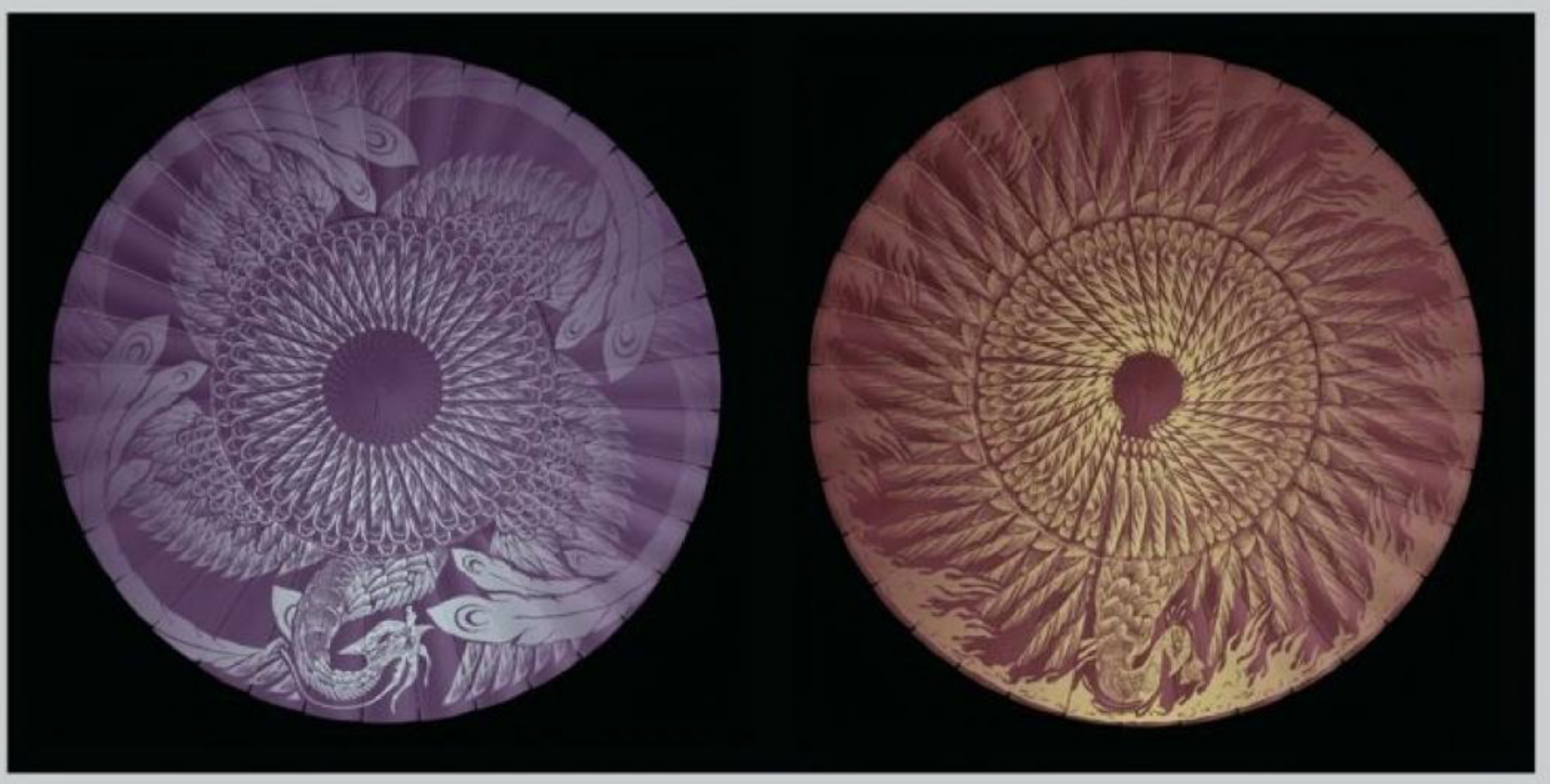


PROSTHETIC TOOL: LOADED AXE

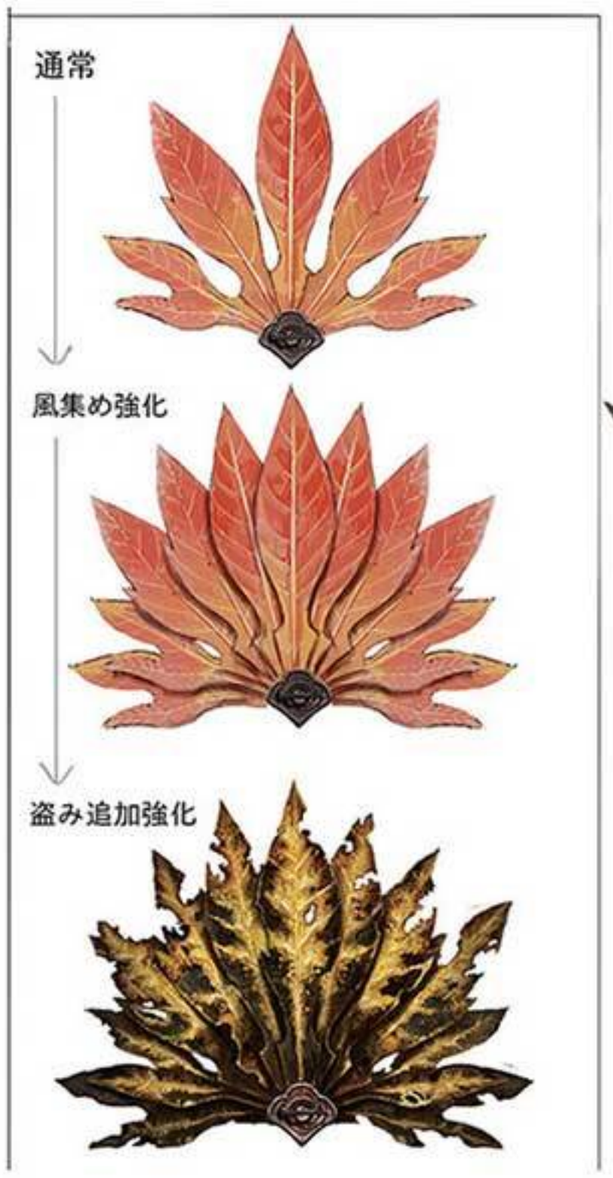
PROSTHETIC TOOL: FLAME VENT

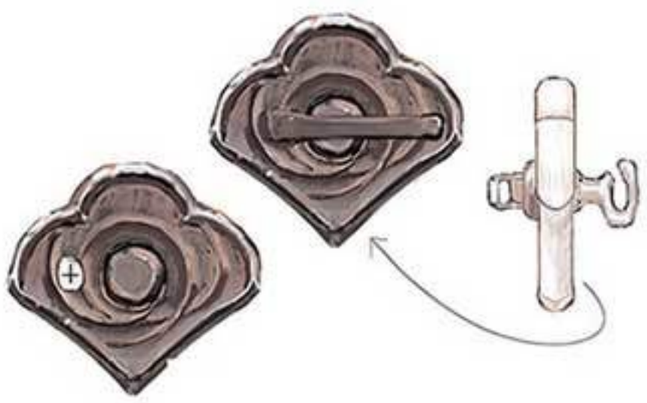


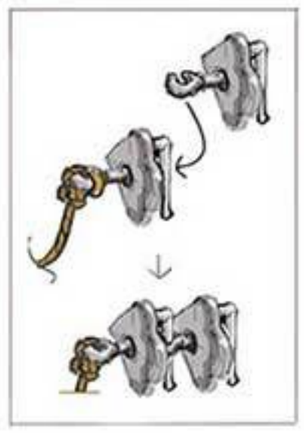
36 leaves
—Bottom leaf secured to hand
—— Strong cord gives axis flexibility
Pull to expand
edge pattern
Darkens slightly at edge



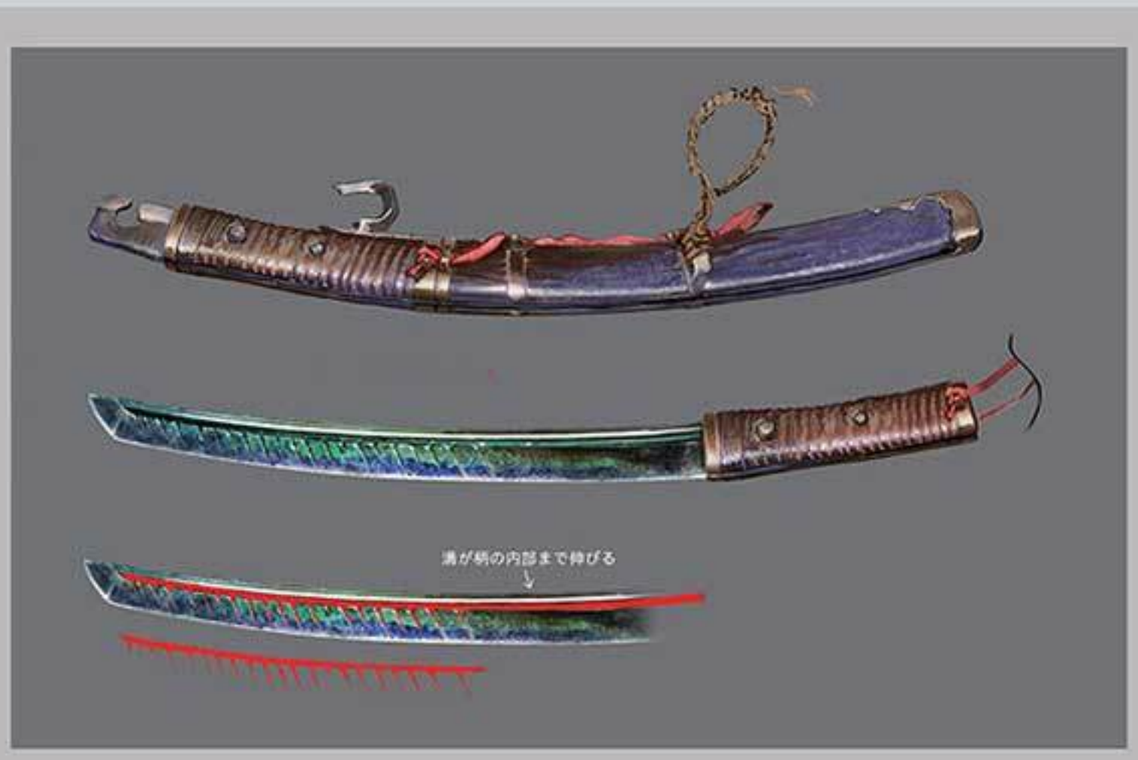
義手忍具・神隠し

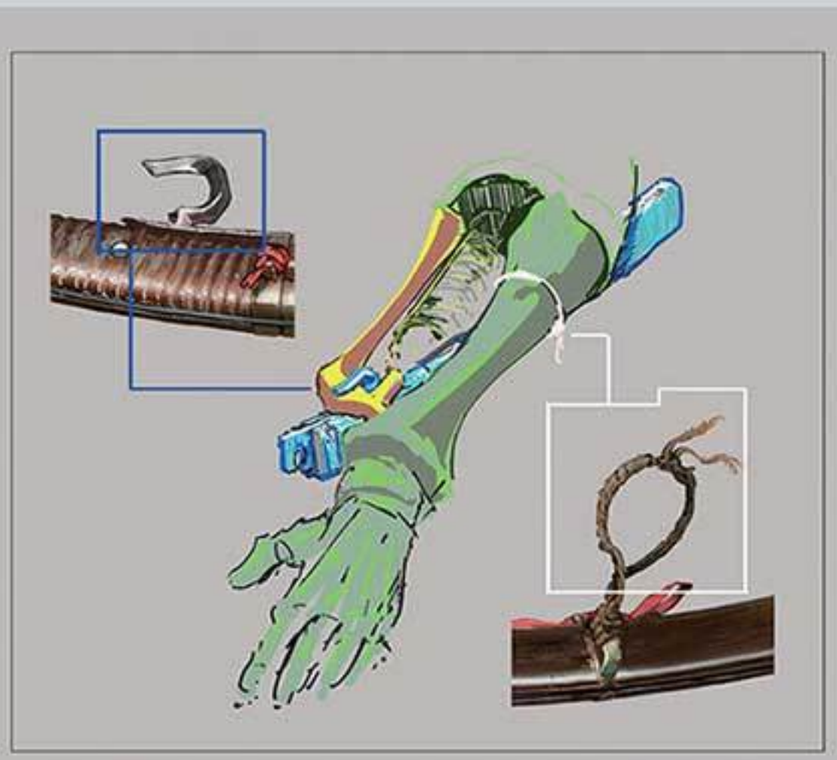




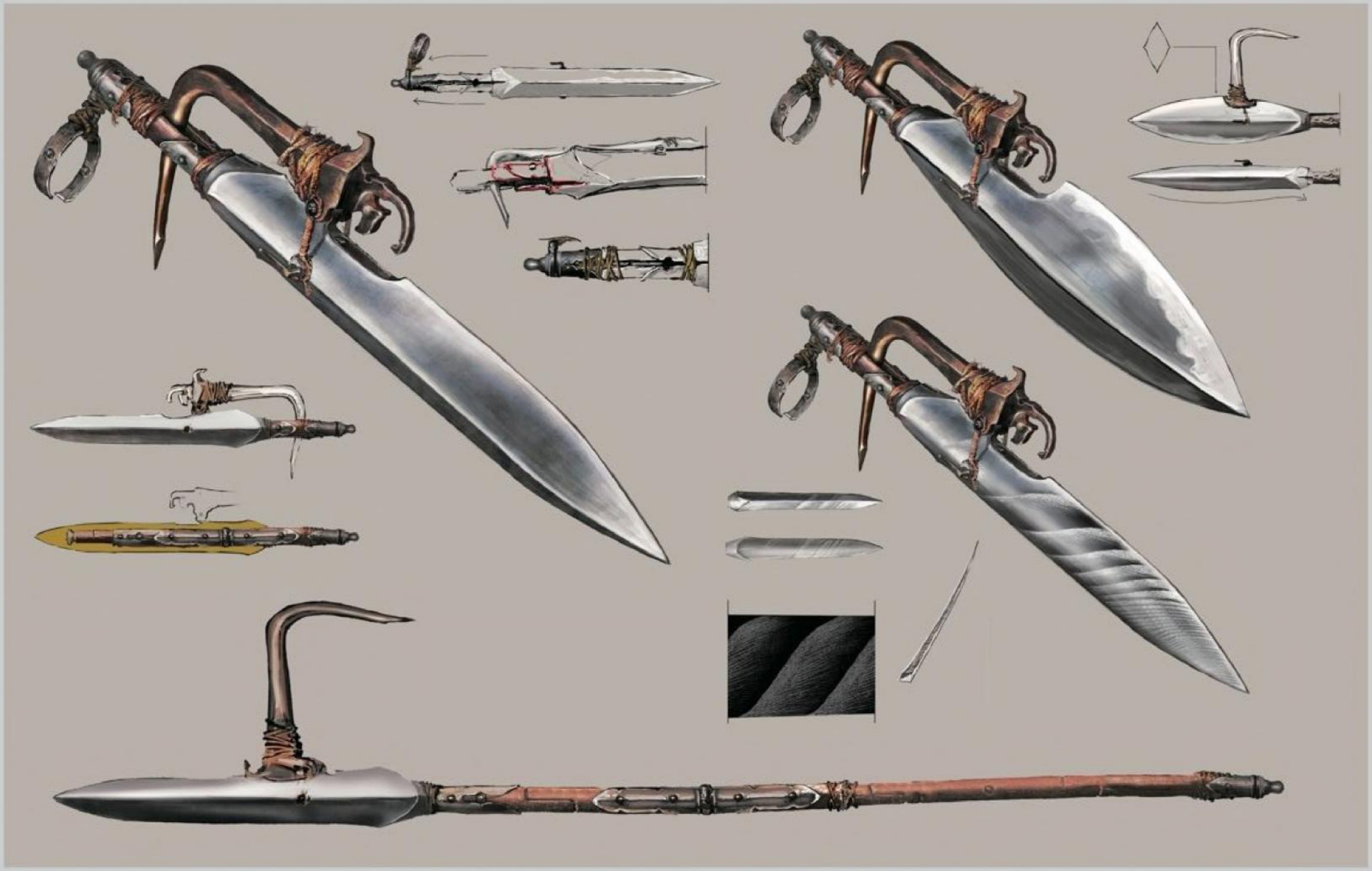


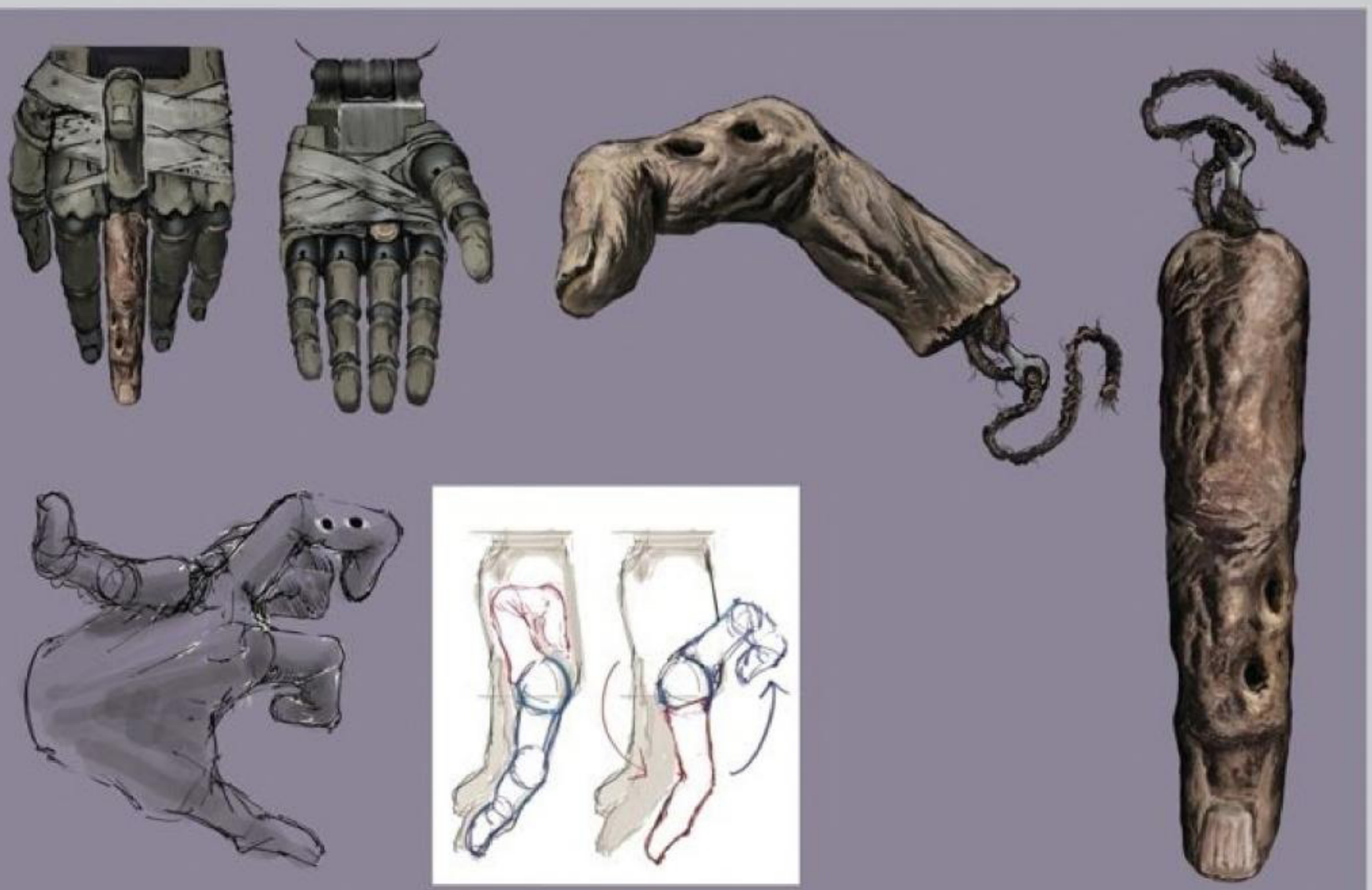
義手忍具・錆び丸

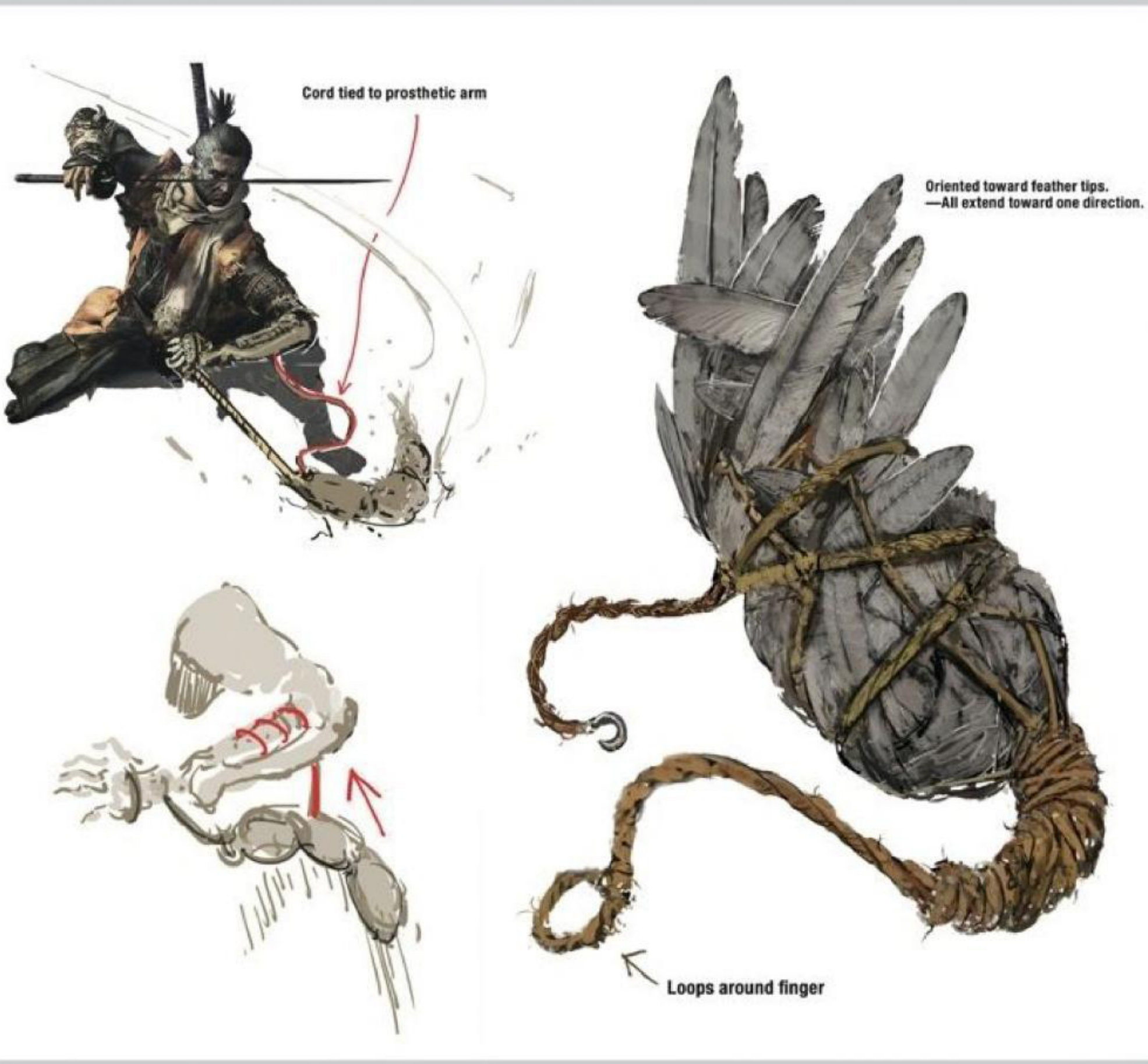




PROSTHETIC TOOL: LOADED SPEAR






Cord tied to prosthetic arm
Oriented toward feather tips.
—All extend toward one direction.
Loops around finger

Pre-production Image

Items & Related Information

SEKIRO™
SHADOWS DIE TWICE
Official Artworks

Shinobi Prosthetic and Prosthetic Tools

Mechanical Barrel
A mechanical metal barrel that can be given to the Sculptor to enable Prosthetic Tool upgrades.
It appears to have been made to fit perfectly inside the wrist bone of the Shinobi Prosthetic.
A reinforced core is sure to make a shinobi's fangs even sharper.

Shinobi Prosthetic
The artificial arm of a shinobi, passed down by the Sculptor.
A replica of a human arm fitted with a variety of mechanisms, apparently designed with modification in mind.
While it bears a number of cuts and is stained thick with blood and oil, it has been impeccably maintained.

Mortal Blade
An *odachi* capable of slaying the undying. Its crimson blade will take the life of any who dares draw it.
Without the power of Resurrection, one could not hope to wield this weapon, which allows one to defeat even infested beings.
Long concealed within Senpou Temple, the blade is inscribed with its true name: "Gracious Gift of Tears."

Kusabimaru
A katana given by Kuro, the Divine Heir. An heirloom of the Hirata family, a cadet branch descended from Ashina.
Once thought lost, it has found its way back into the hands of the Wolf. The name Kusabimaru beseeches, "A shinobi's role is to kill, but even a shinobi must not forget mercy." A mantra the blade itself may manifest.

Katana

***Sen* Throw**
A Prosthetic Tool that shoots loaded coin bundles. Costs *sen* and Spirit Emblems to use.
While it lacks a shuriken's range, it inflicts far more damage, as the coins hit multiple times. The amount of coins thrown increases depending on how much money one possesses. Being rich makes the blast incredibly strong, but an empty purse will shoot nothing but dust.

Phantom Kunai
Lady Butterfly's kunai, fitted into the Shuriken Wheel. Costs Spirit Emblems to use.
Creates a special sound when thrown, which causes phantom butterflies to follow the path of the kunai. The phantom butterflies chase after enemies and inflict damage even when guarded.

Gouging Top
An enhanced shuriken that pierces enemies with its sharp blades. Costs Spirit Emblems to use.
These piercing blades retain momentum after landing, and will damage an enemy's Vitality and Posture, even if guarded. Taking a moment to further bend the spring and build rotational energy will cause the blade to rotate after landing, damaging the enemy multiple times on hit.

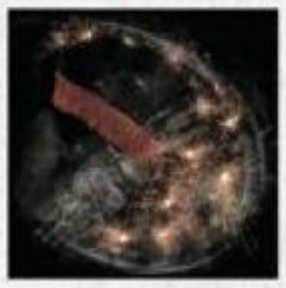
Spinning Shuriken
An enhanced shuriken that can be empowered with rotational energy. Costs Spirit Emblems to use.
Damages an enemy's Vitality and Posture, and does huge damage to jumping enemies. Taking a moment to further bend the spring and build rotational energy will cause the blade to rotate after landing, damaging the enemy multiple times on hit.
Similar to a spinning top, but with blades.

Loaded Shuriken
A Shuriken Wheel Prosthetic Tool, fitted to the Shinobi Prosthetic. Costs Spirit Emblems to use.
Pull a shuriken loaded into the wheel and launch it at the target in a single, flowing motion. The swiftly thrown shuriken damages enemy Vitality and Posture, particularly against those with a tendency to take to the air.

Shuriken Wheel
A mechanical device made by the mechanical genius Dogen. Can be fit into the Shinobi Prosthetic to become a working Prosthetic Tool.
While it is palm-sized, a surprising number of shuriken can fit into the Shuriken Wheel, as the edges were designed for stacking.
A fine example of what can be achieved when one matches mechanical finesse with a shinobi's talent.

Purple Fume Spark
An upgraded Firecracker that uses a purple, smoke-emitting compound gunpowder. Costs Spirit Emblems to use.
The tweaked compound gunpowder is known as "Purple Fume Spark."
The addition of fatty wax lumps delays the explosion slightly.
Enemies blinded by the blast take slightly more Vitality and Posture damage for a brief period of time.

Long Spark
An upgraded Firecracker using compound gunpowder. Costs Spirit Emblems to use.
Compounded gunpowder is said to have a long spark, and by increasing the proportion of Black Gunpowder, the effect can be prolonged for longer than the average Firecracker.
The flames of the Firecrackers bloom for a short while.



Spring-Load Firecracker
A Firecracker upgraded with a spring mechanism. Costs Spirit Emblems to use.
Unleashes a loud explosion and bright flash that causes foes to recoil and inflicts Posture damage on beast-type enemies.
Charging up the spring mechanism adds rotational energy when spreading the Firecrackers, affecting enemies in all directions.

Shinobi Firecracker
A Prosthetic Tool fitted with Robert's Firecrackers. Costs Spirit Emblems.
Unleashes an explosive flash that briefly blinds foes and inflicts Posture damage on beast-type enemies. Has a wide, frontward field of effect that can impact multiple enemies at once.
Suitable for temporarily immobilizing enemies and particularly good for scaring beasts.

Robert's Firecrackers
Firecrackers from across southern seas. Can be fitted to the Shinobi Prosthetic to become a Prosthetic Tool.
Makes a deafening sound, frightening to animals. Sold by little Robert and his father to raise funds for their travels.
Their voyage brought them to Japan, where they would seek the "Undying" in an attempt to extend Robert's life.

Lazulite Shuriken
Shuriken blessed with the favor of the Fountainhead Lapis Lazuli. Costs Spirit Emblems to use.
Its piercing edge heavily damages Vitality, and damages Vitality and Posture even if guarded. These blades do not slow down, even after striking an enemy.
The lazulite-blue trail of light it emits in flight is reminiscent of a shooting star.

Shinobi Axe of the Monkey
A heavy, black, iron axe used by shinobi. Can be fitted to the Shinobi Prosthetic to become a working Prosthetic Tool.
This boorish axe is used less for cutting and more for breaking things with its weight.
Once the favored weapon of a shinobi known as the "Bounding Monkey of the Sunken Valley," it was lost along with his left arm.

Lazulite Sacred Flame
A Flame Barrel blessed with the favor of the Fountainhead Lapis Lazuli. Costs Spirit Emblems to use.
Damages even apparitions with its blazing-purple flame. The flame does not, however, inflict the "Burn" status abnormality.
The sacred lapis lazuli fires are divine. Cleanse the deep-seated hatred with flame.

Okinaga's Flame Vent
A barrel containing smoldering resin that acts as an explosive catalyst. Costs Spirit Emblems to use.
Emits a short-range flame blast. Continuous fire damage will inflict the "Burn" status.
It is able to maintain a continuous stream of flames due to the smoldering resin inside of the tube mechanism.

Spring-Load Flame Vent
A Flame Barrel fitted with a gunpowder-loaded mechanism. Costs Spirit Emblems to use.
Deals damage to enemies with gouts of fire, inflicting the "Burn" status abnormality. The spring mechanism can also be charged to release a massive blast of flames and hot air, sending opponents flying.

Flame Vent
A Prosthetic Tool made from a loaded Flame Barrel. Costs Spirit Emblems to use.
Deals fire damage to enemies via a short-range blast of fire while also inflicting the "Burn" status.
It is difficult to control the rage of those with red eyes through the power of man alone. They do, however, fear the flame above all else. This tool has the power to make them tremble.

Flame Barrel
An iron barrel that spews fire. Can be fitted to the Shinobi Prosthetic to become a Prosthetic Tool.
It is difficult to control the rage-filled Red-eyes with the power of man alone.
However, a fire-based weapon could be a means of resisting them. They are said to fear fire above all else.

Slender Finger

The slender finger of a young woman. Can be fitted to the Shinobi Prosthetic to create a Prosthetic Tool.

Found in the belly of the Guardian Ape, it is partially digested. There is a shinobi technique called the Finger Whistle that can drive beasts wild.

The one who used it before clearly used it for this purpose, as evidenced by the finger's open hole.

Great Feather Mist Raven

Mist Raven fused with crimson feathers. Costs Spirit Emblems to use.

Disappear and displace, like the mist. Can be performed from both the assumed stance and after taking damage. Dyed red to resemble the Great Mist Raven.

The feathers vanish in a scorching wake. The great raven is a god of the land, and the touch of gods is to be feared.

Aged Feather Mist Raven

Mist Raven feathers with notches in the tips. Costs Spirit Emblems to use.

Disappear like the mist and move away. Can be performed not only from the assumed stance, but also after taking damage.

The slight notches in the tips of the feathers give the appearance of an old Mist Raven. They are there to allow one to dissolve into the mist even more easily.

Mist Raven

A Prosthetic Tool loaded with the feather of a Mist Raven. Costs Spirit Emblems to use.

When attacked in the assumed stance, disappear like the mist and move away.

Once you think you've caught one, all that will remain is feathers. That is the mark of a true Mist Raven.

Mist Raven's Feathers

A bundle of Mist Raven feathers. Can be fitted to the Shinobi Prosthetic to create a Prosthetic Tool. In Usui Forest, far to the north of Ashina, live many mysterious birds of prey.

The Mist Raven is the only one to have eluded capture by all who have tried. Should you somehow manage it, you'll find it gone, with only feathers in your grasp.

Scrap Magnetite

Magnetic ore mined in Ashina.

Base material commonly used in Prosthetic Tool upgrades of intermediate and higher rank.

Forging with magnetite produces a hard steel—a precious commodity in Ashina. Bedrock offering up this ore is constantly mined out, making it a rare one at that.

Scrap Iron

Iron dregs mined in Ashina.

Widely used for basic reinforcement, it can serve as a base material for Prosthetic Tool upgrades.

Ashina is burdened with thick snow and infertile land, but the scrap iron dug from her soil is anything but crude.

Upgrade Materials

Malcontent

Finger Whistle reinforced with the Malcontent's ring. Costs Spirit Emblems to use. Can be used to drive beasts mad and to torment apparition-type enemies.

"Kingfisher" is etched onto the ring. The Kingfisher's cry could be heard along the waterfront of Sunken Valley. Now, she cries no more.

Mountain Echo

A Finger Whistle that can create an echo effect. Costs Spirit Emblems to use.

Its sound will grab an enemy's attention and draw them to the whistle's location. By locking on to a target, only the targeted enemy will hear the whistle.

Taking a deep breath before performing a whistle allows for the sound to be delayed.

Finger Whistle

A Prosthetic Tool created by fitting a slender finger to the prosthetic. Costs Spirit Emblems to use.

Its sound will grab an enemy's attention and draw them to the whistle's location. By locking on to a target, only the targeted enemy will hear the whistle.

The sound of the Finger Whistle enrages beasts, making them unable to distinguish friend from foe.

Lump of Grave Wax

A lump of fatty wax that has formed inside the body and turned pitch-black.

Used for occultic Prosthetic Tool upgrades of an advanced nature.

A long-suffered illness will see the growth turn large and blacker still. It is customary to run water over the site of an extracted growth.

Lump of Fat Wax

These lumps of fatty wax form inside the body in rare circumstances.

Can be used for intermediate and higher occultic upgrades for Prosthetic Tools.

Considered omens of disease, they are known to grow larger as the illness worsens. It's best not to let one grow any larger after it turns brown.

Fulminated Mercury

Highly precious grains forming the base for a devastating form of gunpowder.

Used in explosive Prosthetic Tool upgrades of advanced rank.

Created in secret by the Interior Ministry using knowledge from across southern seas. The central forces' military might owes much to this tiny tweak of chemistry.

Yellow Gunpowder

Amber-colored grains forming the base for powerful gunpowder. A precious commodity only found in the Sunken Valley.

Used for explosive Prosthetic Tool upgrades of intermediate and higher rank.

The yield from yellow powder is greater than that of black, lending the valley stronghold defenses their fiery vigor.

Black Gunpowder

Black grains forming the base for gunpowder.

Material used in alchemical Prosthetic Tool upgrades, including those of an explosive and occultic nature.

Even the most mundane form of gunpowder has a wide variety of applications.

Adamantite Scrap

Adamantite ore with a dull, silvery shine.

Base material commonly used in advanced Prosthetic Tool upgrades.

Adamantite can only be mined in the oldest parts of Ashina. Ancient rock and soil is said to attract the grace of gods, perhaps lending this metal its supple strength.

Pine Resin Ember

A piece of resin that contains a continuously smoldering flame. Can be used to upgrade the Flame Vent.

The resin was found in a black pine within the forests of Mibu Village. The ever-smoldering flames acted as a landmark to find one's way to the village. In time, the villagers came to loathe the flames, and the black pines were lost. Those who defended the flame were equally loathed.

Malcontent's Ring

An old ring well suited for slender fingers. "Kingfisher" is engraved on the underside. Can be used to upgrade the Finger Whistle Prosthetic Tool.

Wearing this ring as you blow the Finger Whistle will create a somber tune. The weeping voice is full of solitude and beauty. Possibly somber enough to temporarily quell a voice of rage.

Phantom Kunai

A kunai used by Lady Butterfly that can be used to upgrade the Loaded Shuriken.

A ringing sound is heard when the kunai is thrown, and phantom butterflies appear in the kunai's trail.

Since childhood, Lady Butterfly had accumulated much experience in Usui's forest, far from civilization along Tozan Trail. His forest is filled with mist and mystifications, making it ideal for training in illusion techniques.

Lapis Lazuli

Precious azure lazulite, used for the highest level of Prosthetic Tool upgrades.

Fountainhead lazulite is a symbol of eternity, and anything forged with it will never break nor rust thanks to the blessing of the Divine Dragon. Tools forged with lazulite transcend human intellect and are dubbed treasures of the Divine Dragon.

Upgrade Items

Prayer Bead
A loose prayer bead.
Offering four of them at a Sculptor's Idol will increase maximum Vitality and Posture.

First Prayer Necklace
The ferocity of Ashina's army is renowned throughout the nation. Its generals are especially talented, every one of them accomplished in the Ashina sword style.

Second Prayer Necklace
In Ashina, there is a towering, pink ogre of a man, said to have gone red-eyed and run amok before he was long shut away in a forsaken dungeon...

Third Prayer Necklace
The bull was a fiery, rampaging beast and nothing more. In the last great war, the corpses of Ashina samurai piled high. Something had to be done.

Fourth Prayer Necklace
Only those who have mastered the Ashina blade may set foot inside the castle dojo. Isshin will often stop by unannounced, just to keep the students on their toes.

Fifth Prayer Necklace
The gun fort of the Sunken Valley is commanded by the Snake Eyes, an elite force of women able to pierce distant targets with mighty flint cannons and phenomenal vision.

Sixth Prayer Necklace
The Centipedes will seek out a leader, often changing names out of loyalty. Centipede chiefs are known as "Long-Arms" for their large, talon-like weapons.

Seventh Prayer Necklace
An unrivaled sumo wrestler once served a great feudal lord. Dismissed after giving to drink, he fell to a life of brigandry. And so he was dubbed Juzou the Drunkard.

Eighth Prayer Necklace
Lone Shadows are the Interior Ministry's most trusted agents. Each of leader Masatsuna Oribe's seventeenborn has a specialty, from poison to shinobi hounds.

Ninth Prayer Necklace
Robert's father came from afar across seas to the south, in search of the Undying. Repelling a thousand blades was a small price for the blessing of rejuvenation...

Final Prayer Necklace
The Seven Spears of Ashina were pivotal in Isshin's coup. He awarded the lance to none but his most loyal samurai. Yet now, only a few of the Seven remain.

Dancing Dragon Mask
A dragon's head dancing mask, made whole by piecing the fragments back together. Grants the ability to exchange Skill Points for Attack Power in the Sculptor's Idol menu.

The Okami warrior women would wear this to the Fountainhead Palace. There, they would dance as an offering for the dragon. Mysteriously, the ritual left them brimming with vigor.

Mask Fragment: Dragon
A fragment of an old dancer's mask. The original must have been broken into several pieces, and this fragment appears to be the decoration at the top of the mask.

Mask Fragment: Right
A fragment of an old dancer's mask. The original must have been broken into several pieces, and this fragment appears to be the right side of the mask.

Mask Fragment: Left
A fragment of an old dancer's mask. The original must have been broken into several pieces, and this fragment appears to be the left side of the mask.

Sakura Droplet
Pale-pink crystal residue known to form when an immortal oath fails to establish.

Increases Resurrective Power to allow an additional resurrection.

To repeat the vows of the undying and be awarded Resurrective Power once more surely necessitates the aid of a Divine Child of the Dragon's Heritage.

Gourd Seed
Seed from which healing waters continuously spring forth. Give to Emma to increase the maximum uses of the Healing Gourd.

The twisted gourd of medicinal waters was known throughout Ashina since long ago, but it was the extraordinary healer Dogen and his pupil Emma who discovered the self-replenishing nature of this seed.

Ceremonial *Tanto*
Dagger with a stark, white blade and hilt. Converts Vitality into Spirit Emblems.

Originally, this *tanto* was used in a ritual offering to the dragon, in which an emblem would be cut from one's own life force and set adrift on the Fountainhead waters. The blade is inscribed with its true name: "Devoted Soul."

Illusive Hall Bell
A five-pronged bell made of aged bronze. Can be used repeatedly.

When rung, Monkeys and Wolves alike are returned to their initial states. However, a Monkey caught in the folding screen will not escape, whether the bell is rung or not.

Nightjar Monocular
A bamboo tube used to see distant objects.

While shinobi already have good vision, looking through this tube with one eye enables one to see even farther.

The Nightjar Ninja serve Isshin Ashina, guarding the rooftops of Ashina Castle, their sharp eyes on the lookout for any would-be trespassers. Not much escapes the eyes of a Nightjar.

Homeward Idol
A small, palm-sized, wooden Buddha. Can be used repeatedly. Held by the Wolf ever since he was saved by his father, its corners are rounded with use. This Buddha is used to return home. It will return the user to the last visited Sculptor's Idol or the Dilapidated Temple.

Usable Items

Pellet
Medicinal pellets that slowly restore Vitality. A secret treatment passed down for generations in these lands, records say it has been used in battles since times long gone and lent to the famed resilience of Ashina warriors. A pill case full of these pellets would also serve as a battle charm.

Five-Color Rice
A gourd with five-colored rice used by shinobi as landmarks.

Intended to be spread on the ground in recognizable patterns. The white gourd is blessed with fertility, and resting at a Sculptor's Idol will replenish it. This rice is not edible, however.

Mottled Purple Gourd
A curved, mottled purple gourd filled with medicinal water. Refills upon rest. Reduces "Terror" status buildup and increases Terror resistance.

This gourd's twisted form was formed in graveyards, corpse-strewn battlefields, and other forlorn places of death. It follows then that drinking its waters can help prevent the onset of Terror.

Withered Red Gourd
A curved, withered red gourd filled with medicinal water. The gourd's medicine refills upon rest.

Reduces Burn buildup and lightly increases Burn resistance. It cannot heal the "Burn" status abnormality, however.

Green Mossy Gourd
A curved, moss-covered gourd filled with medicinal water. Refills upon rest. While it does not heal the "Poison" status, it reduces Poison buildup and increases Poison resistance.

This gourd was made out of necessity by those who made poisonous lands their home. It's said if you live there long enough, eventually, poison won't affect you at all.

Healing Gourd
A gourd filled with Vitality-restoring medicine. Resting refills the Gourd. Made by an apprentice of the extraordinary doctor Dogen. Though it is strange that the gourd's medicinal waters refill automatically, the seeds within may hold the secret to how it works.

Taro Persimmon

A conspicuously red persimmon at the peak of its ripeness, commonly called a "Taro persimmon."

Greatly increases Posture recovery for a time, even when attacking or taking damage. The Ashina Taro Troop are practically raised on these fruits, which is why they all know the best time to pick them.

Persimmon

A red, ripe persimmon, ready to eat. For a time, allows one to recover Posture even when attacking or taking damage.

Ashina persimmons are particularly nutritious, perhaps because the trees grow in such pure water. Persimmons become blood, and blood becomes rice. This may be of help to one short of blood.

Sweet Rice Ball

A sweet, sticky rice ball made by Kuro.

Slowly grants medium Vitality recovery and constant Posture recovery over time.

Wolf senses it was created with feelings of resolve and a reluctance to part ways.

Such deep emotions tend to be mumbled to oneself rather than shared.

Sweet Rice Ball

Sweet, sticky rice ball made by Kuro using rice from the Child of Rejuvenation. Slowly grants medium Vitality recovery and constant Posture recovery over time.

Once when the Wolf was starving, this father wordlessly handed him a rice ball. It was astoundingly delicious.

This one is sure to taste just as good.

Fine Snow

Chilled, silver rice that spilled from the palms of the Child of Rejuvenation. Gradually recovers Vitality for a time, slightly moreso than regular rice.

The cold sweetens the rice.

Rice is indeed precious.

The flavor grows richer and richer, raising one's spirits higher than ever.

Rice

Rice that spilled from the palms of the Child of Rejuvenation. Gradually recovers Vitality for a time.

Even in falsehood, the power of the Dragon's Blood brings a bountiful harvest.

Rice is precious. The flavor grows richer with each bite and is sure to raise one's spirits.

Contact Medicine

Powdered medicine with poisonous effects used through the ages by Ashina shinobi.

A weak "Poison" status abnormality is inflicted upon consumption. By inflicting a weak poison on oneself, all other forms of poison become ineffective. Some shinobi also use this medicine for a specific technique. Poison is said to expand the mind.

Eel Liver

A miraculous drug capable of banishing lightning offered at the Ashina Clan altar.

Greatly reduces the amount of damage received from lightning attacks, as well as the "Shock" status abnormality. Lightning is a force of the gods. Eels, while small, are relatives of dragons.

Even a god's force can be suppressed, though probably not for long.

Pacifying Agent

Powered medicine for calming nerves, used by those who deal in unspeakable deeds.

Reduces Terror buildup and increases Terror resistance for thirty seconds.

Grave keepers, executioners, the Memorial Mob...all who keep death close keep this powder closer, adhering to a simple rule: If seized with fear, cover your rear.

Ministry Dousing Powder

Powdered medicine for treating burns, carried by Interior Ministry guards. Slightly more effective than regular dousing powder, it heals the "Burn" status, reduces Burn buildup, and reduces damage from incoming Burn attacks.

The Ministry feared Ashina, her eyes bloodshot with the waters of Rejuvenation. This powder acted as a ward for when the time came to turn flame to her walls.

Dousing Powder

Medicine for treating burns. Heals the "Burn" status abnormality and, for a time, decreases Burn buildup while increasing Burn resistance. When fire is used on the battlefield, Dousing Powder is crucial for survival.

Antidote Powder

A powerful antidote concocted by the Sunken Valley clan.

Heals the status abnormality "Poison" and, for a time, decreases Poison buildup while increasing Poison resistance.

Magnetic deposits are found in the Sunken Valley, but the place is dangerously toxic. Antidote Powder is essential for anyone attempting to mine the ore.

Academics' Red Lump

A round, red lump, found inside the body of red-eyed Dojun.

Consume to gain Red-eyes and reduce flinching from enemy attacks, but it also prohibits the use of Resurrection. Dosaku and Dojun were the quintessential master and disciple. Often when pursuing the ideal self, one need only look within.

Red Lump

A round, red lump, found inside the body of red-eyed Kotaro and Jinzaemon.

Consume to gain Red-eyes and reduce flinching from enemy attacks, but it also prohibits the use of Resurrection. The red mass will not mold nor wither, and though it does no harm, it will likely remain in the stomach even after its potency has worn off.

Red Lump

Gain Red-eyes and reduce flinching from enemy attacks. But also prohibits the use of Resurrection.

A red mass is the lingering trace of one who was unable to achieve their desires. Slightly warm to the touch. It pulsates softly.

Hidden Tooth

False tooth loaded with a secret shinobi drug, blue in color.

Can be used repeatedly.

Crush the blue nostrum between the back teeth to die as often as one pleases.

Could be useful in certain situations.

Surely an unnecessary reminder, but the first death is typically one's last.

Bite Down

Secret shinobi drug, blue in color, carried by the Nightjar Ninja.

Death by one's own hand. Some fail to realize the necessity, betraying Ashina, living out their lives no matter what... Simply crush with the back teeth to die. To think that nothing more was required.

Resurrection is not limited after use.

Bite Down

Secret shinobi drug, blue in color.

When times call for death by one's own hand, samurai turn their swords on themselves as a matter of pride, while shinobi demand a swifter means. Simply crush with the back teeth to die. Nothing more is required.

Resurrection is not limited after use.

Yashariku's Sugar

Sugar candy made in Senpou Temple, sustaining Yashariku's blessing. Halves max Vitality and Posture, while granting a large Attack Power boost.

Bite the candy and take the Yashariku stance to impart its inhuman benediction.

Forbidden at the temple, this candy was distributed far and wide in exchange for donations towards costly undying research.

Gachiin's Sugar

The High Priest of Senpou Temple gave this candy to a band of short but adept assassins. Suppresses sound and presence for a time, making the user harder to detect.

Bite the candy and take the Gachiin stance to impart its inhuman benediction.

The assassins do Senpou's dirty work. Once hired guards, now extensions of the monks' will in their quest for undeath.

Gokan's Sugar

Sugar candy made by Shinobi Hunters of Misen Temple, sustaining Gokan's blessing. Reduces Posture damage for a time. Bite the candy and take the Gokan stance to impart its inhuman benediction. Misen monks are well versed in the art of killing shinobi—an undertaking that demands a body with an unshakable core.

Ungo's Sugar

Sugar candy made in Senpou Temple, sustaining Ungo's blessing. Temporarily reduces Vitality damage from physical attacks. Bite the candy and take the Ungo stance to impart its inhuman benediction. By doing so, you endure the excess karma of man from the spirits within. Senpou monks spread this candy across Ashina in honor of her military heroes.

Ako's Sugar

Sugar candy made in Senpou Temple, sustaining Ako's blessing. Boosts Attack Power for a time. Bite the candy and take the Ako stance to impart its inhuman benediction. The spirits embody excess karma. One must bite down hard on the candy and endure what has been brought to pass.

Divine Grass

A secret medicine that fully restores Vitality and cures all status abnormalities. One small part of Ashina is exceedingly old. The ancient soil, rocks, and water that pervaded the land are said to have attracted the attention of the gods. The doctor Dogen studied the plants in this ancient place, resulting in the recipe for this special medicine.

Yashariku's Spiritfall

Fallen, headless spirit of Yashariku. Briefly sacrifice Vitality and Posture while gaining a large Attack Power boost. Consume Spirit Emblems to use repeatedly.

Headless are the ruined form of corrupted heroes who once fought for their country. This brave soul's twin was lost in utero. He may not have fallen to the palace nobles had his sibling been at his side...

Gachiin's Spiritfall

Fallen, headless spirit of Gachiin. Suppresses sound and presence, making the user harder to detect. Consume Spirit Emblems to use repeatedly.

Headless are the ruined form of corrupted heroes who once fought for their country. "I'm falling to pieces," said the man to himself, drifting deep into the forest.

Gokan's Spiritfall

Fallen, headless spirit of Gokan. Reduces Posture damage taken for a time. Consume Spirit Emblems to use repeatedly.

Headless are the ruined form of corrupted heroes who once fought for their country. Dedicated burial mounds quietly appease the spirits with severed heads, though none call upon them for long.

Ungo's Spiritfall

Fallen, headless spirit of Ungo that reduces Vitality damage taken from physical attacks. Consume Spirit Emblems to use repeatedly.

Headless are the ruined form of corrupted heroes who once fought for their country. This warrior lost his mind in defense of the state. His attempted mutiny was met with a swift beheading, and the lifeless body sunk to the bottom of the moat.

Ako's Spiritfall

Fallen, headless spirit of Ako that increases Vitality and Posture damage for a time. Consume Spirit Emblems to use repeatedly.

Headless are the ruined form of corrupted heroes who once fought for their country. Seize the power of an inhuman spirit by laying it to rest but risk going quite mad unless something is offered in return.

Divine Confetti

Confetti imbued with a divine blessing made for driving away apparitions.

The paper is made ceremoniously, whereby pulp is spread thin using water from the exalted Fountainhead. As the gods bless the waters, so too will the confetti bless one who basks in its touch, allowing attacks to connect with apparition-type enemies.

Snap Seed

Fumewort seeds that make a loud noise if you snap them. Useful for breaking the effect of illusion techniques. If an illusion occurs, it is because someone created it. To crush the phantoms and return to reality, one must defeat the creator of the illusion. Snap seeds can be of great help in that regard.

Oil

Plain oil. When the jar breaks, the oil covers everything nearby. Enemies covered in oil are more vulnerable to the "Burn" status abnormality.

Fistful of Ash

Ash gripped into a hardened clump. Throw it at an enemy to temporarily distract them. In Ashina, the snow falls thick, and thus, the hearth runs thick with ash.

Ceramic Shard

A piece of pottery that breaks with a satisfying crack when thrown.

Throw it at an enemy to draw their attention. Throwing and smashing such pieces made for a popular sport amongst Ashina boys. Even after growing up, they remember the old games well.

Mibu Pilgrimage Balloon

Mibu balloon made in the year of the Dragonspring pilgrimage, sealed with a prayer for healthy upbringing. Burst the white Mibu balloon while clasping one's hands in prayer. Those splashed with the water will enjoy increased gains of all sorts for a time. On it is crudely scrawled: "To Tenkichi, from Badger."

Mibu Balloon of Spirit

A Mibu balloon filled with Fountainhead water, imbued with a blessing of sympathy. If one pops this black and white balloon and prays, those its water splashes upon will have a higher chance of obtaining Spirit Emblems for a period of time. This balloon expresses mourning for the dearly departed. Red and white pinwheels are offered in fond remembrance.

Mibu Possession Balloon

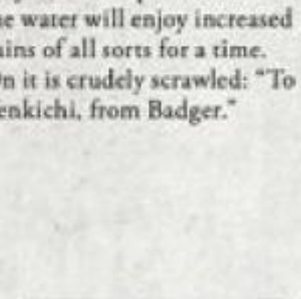
A Mibu balloon filled with Fountainhead water, imbued with a blessing of fortune. If one pops this vibrant-green Mibu balloon and prays, those its water splashes upon will have a higher chance of obtaining items. "Mibu" means "aquatic life," or "life born of the water." The Ashina consider the Fountainhead water itself to be worthy of worship.

Mibu Balloon of Soul

A Mibu balloon filled with Fountainhead water, imbued with a blessing for departed souls. If one pops this sakura-pink balloon and prays, those its water splashes upon will acquire more Resurrective Power for a time. The oldest of the Mibu balloons, Mibu priests are known to pop them as an offering of peace to the departed.

Mibu Balloon of Wealth

A Mibu balloon filled with Fountainhead water, imbued with a blessing of wealth. If one pops the golden Mibu balloon and prays, those its water splashes upon will acquire more coin for a period of time. "Mibu" means "aquatic life," or "life born of the water." The Ashina consider the Fountainhead water itself to be worthy of worship.

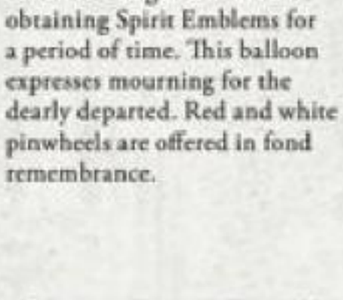


Jinza's *Jizo* Statue

Buddha effigy bound in light-pink cloth. Raise in prayer between one's palms to restore a node of Resurrective Power.

To enswathe a *jizo* statue is to express feelings of parental love.

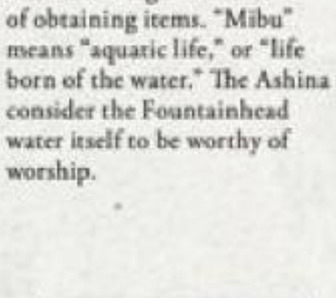
"Lord Sakuza... Please take this cloth and use it to bundle this little one, so that he may live on in peace."



Bundled *Jizo* Statue

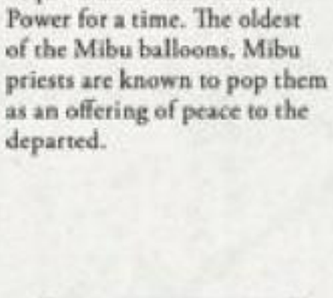
Small Buddha effigy bound in red cloth. Raise in prayer between one's palms to restore a node of Resurrective Power.

To enswathe a *jizo* statue is to express feelings of parental love. The bundle of cloth is to at least ensure that the little one goes on in peace.



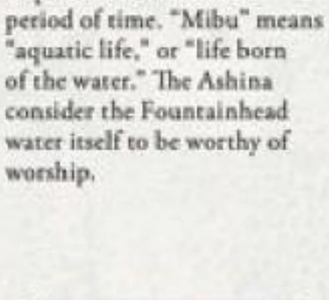
Bulging Coin Purse

A purse almost overflowing with *sen*. It can be used to acquire the *sen* inside. Hefty enough to bring something resembling a grin to a Wolf's face. The *sen* in this purse is not lost upon death.



Heavy Coin Purse

A purse filled with a large amount of *sen*. It can be used to acquire the *sen* inside. Its weight is very promising indeed. The *sen* in this purse is not lost upon death.



Light Coin Purse

A purse filled with a small amount of *sen*. It can be used to acquire the *sen* inside. Has a somewhat satisfying weight to it. The *sen* in this purse is not lost upon death.

Dragon's Blood Droplet
An item that is rarely dropped by a Divine Heir of the Dragon's Heritage.

Using it will slightly increase Resurrective Power. Restore the power of life to those who have been drained of it by offering this drop to the Sculptor's Idol with the Recovery Charm in hand.

In turn, all afflicted with Dragonrot will be healed. The incessant coughing must cease.

Letters and Texts

Page's Diary
An old diary entry written by Takeru's page.

"Lord Takeru held his arm over the incense burner, and attempted to cut it with a sword. But incredibly, his wound healed instantly, and not a drop of blood was shed.

Lady Tomoe said, 'Without it, your blood cannot be spilled.'

What could she be referring to, I wonder?"

Okami's Ancient Text
An old note left by the Okami clan, who sought to reach the divine realm.

"A fragrant stone, enshrined in a village within the depths of Ashina. One must throw oneself for it to be found.

With this, the Fountainhead Fragrance is complete. Let us depart now, to the divine realm."

Fragrant Flower Note
A note from Kuro, written by Takeru, former Heir of the Dragon's Heritage.

"It is said that relatives of the Tomoe once gathered the Fountainhead Fragrance and arrived at the palace.

You may find a key where the waters of rejuvenation converge in a deep pool. A white and deeply fragrant flower..."

Immortal Severance Text
A book from Kuro on the art of severing ties with the Dragon's Heritage. It looks old. The binding is torn, and several pages are missing.

"Herein describes the means to perform the Rite of Immortal Severance. Beyond the Fountainhead Palace, locate the Sanctuary and imbibe the tears of the holy dragon of the divine realm."

Immortal Severance Scrap
Part of the Book of Immortal Severance, left behind by Takeru.

"With Mortal Blade in hand, my blood may be shed.

With my blood, the aroma will be complete.

The divine realm will be in reach.

Immortal Severance will be at hand.

I must ask Tomoe to assist with the beheading..."

Holy Chapter: Dragon's Return
Sacred passage on a path to enlightenment.

"Undying, I pray for the Dragon's return. Undying, lo, let us wait an age; for the Divine Heir to assimilate the cold dragon tears; for the cradle to consume the pair of serpentine fruits.

Let the cradle endure, giving Him shelter; granting His return to the west."

Holy Chapter: Infested
A passage describing a journey to enlightenment.

"For an age, I have been blessed by the worm. To be undying is to walk the eternal path to enlightenment, thus I must become enlightened to understand why I cannot die. It is said the holy dragon's origins were in the west. So I wonder, how did the worm come to be bestowed upon me?"

Black Scroll
An old text describing a black Mortal Blade.

"In addition to the red Mortal Blade, there exists one that is black in color.

The blade's name is "Open Gate," and it is said to hold the power to open a gate to the underworld. It is through this power that it creates life. I beseech you, make offerings for the Dragon's Blood..."

Isshin's Letter
A note by Isshin in the watchtower. Perhaps Emma knows his current whereabouts.

"Dear Emma,

The Ashina Castle Gate has grown loud with the sound of scurrying. The Tengu will see to the rats, worry not.

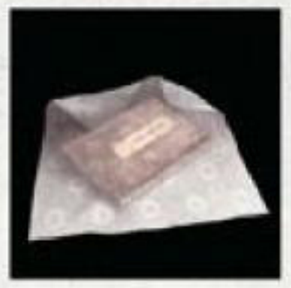
Isshin"

Ornamental Letter
A letter thrown into a well.

"Kuro's Wolf,

Your destiny awaits you at the Moon-View Tower. Escape from the well and find the tower bathed in moonlight.

Even without a blade, you can reach it. Stay silent. Stay vigilant."



Tomoe's Note
A note written in Tomoe's soft handwriting.

"Lord Takeru's coughs are worsening still; returning to the divine realm is hopeless, and I wish only to sever the Dragon's Heritage and restore his humanity.

Restoration requires the Everblossom and Mortal Blade, and yet I cannot acquire the latter. It was hidden by the High Priest of Senpou Temple, who has no desire to sever the immortal ties..."

Rotting Prisoner's Note
A note left by a dead and rotting man in the Abandoned Dungeon.

"Supposedly, the fragrant stone is enshrined in a village in the Ashina Depths. But how to interpret 'throw oneself'? This is as far as that old Okami tome could take me. But did they truly reach the Fountainhead Palace? I'd like to know. but it seems I never will. Kotaro...forgive me..."

Surgeon's Stained Letter
A tattered, blood-covered note written by Dosaku, the surgeon in the Abandoned Dungeon.

"At the bottom of the Mibu Village pond, you will find a sakura carp.
You will know it from its red eyes,
Which are said to never rot,
I require those red eyes.
Dosaku"

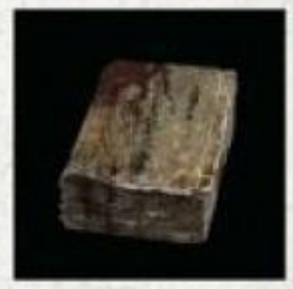
Surgeon's Bloody Letter
A worn and bloodstained letter from Dosaku, the surgeon in the Abandoned Dungeon:

"Required: 1 tough man.

Preferably a strong samurai, or a young, large soldier such as a member of the Taro Troop.

Must be delivered unharmed.

Dosaku"



Dosaku's Note
An old note left by the surgeon Dosaku:

"My disciples have abandoned me for Dogen. Unwilling to dirty their own hands, they all left me for that hypocritical quack. Dojun! My last disciple! Even if I die, the research must continue. Finish the procedure, for Ashina's sake!

Dosaku"

Rat Description
A description of the "rats" that have snuck into Ashina. Speak to the Tengu again once the rats are dealt with.

"The rats:
- Assassins from Senpou Temple.
- Short stature, wear bamboo hats.
- A number of rats are lurking about.
- Last seen around Ashina Castle Gate."

Herb Catalogue Scrap
A page torn from the Ashina Herb Catalogue, a compendium of flowers and herbs.

"The 'Snap Seed' naturally grows in ravines and deep valleys.

According to denizens of the Sunken Valley, such places are appropriate for offering oneself in marriage to the Great Serpent.

If one wishes to become a bride, they must enter the belly of the Serpent in the valley."

Three-Story Pagoda Memo
Memo describing the three-story pagoda.

"It is said a precious treasure was once held within the Hirata Estate pagoda; a three-fold tower stood upon a precipice along a slope lined with bamboo groves.

Seems the treasure is related to shinobi techniques. The truth of it escapes me, but they called it 'blessed mist'..."

Valley Apparitions Memo
A note about apparitions in the sunken Valley.

"Apparitions have been sighted in the Guardian Ape of the Sunken Valley's old den. Angry spirits, with many faces. The Guardian Ape's old den can be found at the bottom of the Sunken Valley, not far from the Forest of Mist.

Also, some reported they could hear the sound of a woman crying in the distance..."

Sabimaru Memo
A memo detailing the whereabouts of a *kodachi* short sword known as Sabimaru.

"The ancient kodachi Sabimaru can be found within Ashina Castle, enshrined in the bottom floor of the keep.

Sabimaru was wielded in wars of old and is a national treasure of Ashina.

Supposedly, the blade's poisonous blue rust could drive off even the inhuman Okami warrior women."

Nightjar Beacon Memo
A note on smoke signals used by Ashina shinobi, the Grey Nightjars.

"Pale-pink smoke signals are placed along the rooftops of Ashina Castle.

These signals guide the Nightjar.

The ashen-feathered flock are surely the only ones able to follow such a trail."

Flame Barrel Memo
A tattered note written by Anayama. Seems to be from some years ago.

"Lucrative info #36.

When we broke into the Hirata Estate, we found a barrel that spewed flame. The boys lit a roaring bonfire with it and made merry with the drink. Must have been a shinobi's tool."

Mushin Esoteric Text
A unique text of the legendary Ashina Mushin Compound Style.

Young Isshin would stop at nothing in his lust for power, and this single-minded search for strength ended in him taking Ashina for his own. This is the result of combining techniques from the styles he encountered. This drive defined Isshin's achievements, and as such, this text will never be finished.

Senpou Esoteric Text
A book of secrets that grants the ability to learn "Senpou Style" skills.

Those of the Senpou Temple mastered martial arts in the pursuit of virtue. They considered strong fists and strict discipline essential against Buddha's enemies. However, Senpou Temple was seized by an obsession for the Undying, which corrupted their teachings and style.

Ashina Esoteric Text
A compendium of the Ashina Sword Style. Allows one to learn "Ashina Style" skills.

The text reads like a history of Isshin Ashina's battles; when young, Isshin fought desperately time and time again, polishing his technique in the blood of his enemies. He consolidated his learnings under the "Ashina Style" name for the sake of his clan's dominance.

Prosthetic Esoteric Text
A book of secrets that details a variety of techniques for use with Shinobi Prosthetics. Grants the ability to learn "Prosthetic Style" skills.

Written by a man who abandoned the path of the shinobi, but could not bring himself to discard his painstaking research.

He never expected to pass these on to anyone else.

Shinobi Esoteric Text
A book of secrets that details a variety of techniques employed by shinobi. Grants the ability to learn "Shinobi Style" skills.

Within this text are the innermost secrets of the Shinobi Arts, such as attacks performed in the air and hiding one's body to avoid detection. Such moves could never be practiced by samurai.

Floating Passage Text
Compendium on the Combat Art, "Floating Passage." Skill unlocked upon acquiring this item.

"Unleash attacks in a flowing, dancelike form, overwhelming enemies in a furor of graceful aggression. This technique belongs to the Ashina sword school, though it has been deemed heretical due to its foreign origin."

Antiair Deathblow Text
Compendium on the shinobi Martial Art, "Antiair Deathblow." Skill unlocked upon acquiring this item.

"A technique which serves the shinobi who is not bound by the earth in battle.

Leap toward an opponent who has exposed himself in midair and strike, killing him before he hits the ground."

Father's Bell Charm
A bell charm previously owned by the Owl.

The Owl held this bell for a long time. Offering it at the Dilapidated Temple may result in seeing a different memory than before. There's no way of knowing why this protective bell exists. Perhaps the Owl kept it for himself, or perhaps he meant to give it to someone...

Young Lord's Bell Charm
A bell charm received from an old woman, who asked that it be offered to Buddha.

Bell charms protect their holders through Buddha's divine protection. If one finds themselves the owner of another's bell charm, offering it to Buddha on their behalf is a common courtesy. The Sculptor at the Dilapidated Temple can advise on how it should be offered.

Dragonrot Blood Sample
Blood sample of a Dragonrot victim. Contains stagnated blood.

Emma can use this to find a cure for Dragonrot.

Recovery Charm
A Dragonrot Recovery Charm created by Emma.

With this charm, one can offer a Dragon's Blood Droplet at a Sculptor's Idol to restore all afflicted with Dragonrot back to health.

The charm contains a Dragonrot victim's blood, which Emma managed to purify and solidify into a bloodstone.

Kuro's Charm
Charm received from Kuro.

Placed on the Wolf's person in secret, after he lost his life in the Hirata Estate and gained the power of Resurrection.

The charm has protected the Wolf well, tempering his ordeals. To part with it would mean facing a path of hardship beyond that endured thus far.

Key Items

Shinobi Martial Arts

Run and Slide

Allows one to slide into a crouched position while sprinting. Sprint through an area and slide into cover or otherwise out of view. This maneuver easily deceives an enemy's eyes.

Midair Deflection

Allows one to guard against or deflect enemy attacks in midair. Guns and other projectile weapons deal additional damage to airborne targets, and this technique can serve to prevent that damage. A shinobi is not shot down so easily.

Mikiri Counter

Enables one to counter enemy thrust attacks by stomping down on an enemy's weapon, dealing a large amount of damage to their Posture. It is nearly impossible to perceive the speed of a thrust, but not for the sharp eyes of a shinobi.

Grappling Hook Attack

Uses the Grappling Hook to launch oneself at an enemy, using that momentum to perform a rolling sword attack. The Shinobi Prosthetic is the perfect tool for combining movement and attack into one, ensuring no movement is wasted.

Vault Over

A Shinobi Martial Art that allows one to leap over and behind a Posture-broken enemy. This Martial Arts technique allows the use of backstab Deathblows in the middle of battle, even without using stealth.

Midair Combat Arts

Allows one to perform Combat Arts while in midair. Allows one to use combat arts after jumping close to an enemy, or immediately after jumping over a sweep attack.

Chasing Slice

A Shinobi Combat Art that allows one to perform a forward-dashing sword slice after using certain Prosthetic Tools, allowing one to close distance on enemies instantly.

Applicable Prosthetic Tools: Loaded Shuriken, Shinobi Firecracker, Loaded Spear.

Antiair Deathblow

A technique designed to stop cold any enemies that leap high in the air. Allows one to exploit an enemy's vulnerability in the air by jumping toward them and performing a sudden Deathblow. The perfect skill for shinobi looking to turn the tables on airborne enemies.

Mid-air Prosthetic Tool

Enables the use of Prosthetic Tools while in midair. The Shinobi Prosthetic is heavy as it is made from iron machinery. Despite that, it can be used in the air thanks to the techniques of its creator, Dogen, and the training of its owner.

Living Force

Allows one to perform a follow-up attack with certain Tools that imbues the sword with the Tool's effect. The Sculptor retired the Shinobi Prosthetic after developing this technique. He'd gone too far, killed too many. The flames of hatred had begun to manifest...

Applicable Prosthetic Tools: Flame Vent, Divine Abduction.

Projected Force

After using certain Prosthetic Tools, this allows one to draw the power of that Tool into the sword and release it in a forward direction. The specific attack changes depending on the tool used.

Applicable Prosthetic Tools: Loaded Umbrella, Finger Whistle.

Fang and Blade

After using certain Prosthetic Tools, this move allows one to attack with the Tool and sword simultaneously, or it provides a follow-up attack for the Tool.

Applicable Prosthetic Tools: Loaded Axe, Loaded Spear, Mist Raven.

Latent Skills

Ascending Carp
A Latent Skill that increases the damage inflicted to Posture upon performing a successful Deflection. The Ashina Style is deeply rooted in the flow of the Fountainhead waters. They believe the act of successfully deflecting a blade is akin to a carp ascending a waterfall.

Shinobi Eyes
Increases the damage inflicted to Posture upon executing a successful Mikiri Counter. A shinobi's eyes do not follow the blade without anticipating its movements. Remaining composed even when fearful of its sharp edge is the key to victory.

Suppress Sound
A Latent Skill that suppresses movement noise by inhibiting an enemy's ability to hear it. Moving in silence is part of what defines a shinobi.

Suppress Presence
A Latent Skill that reduces an enemy's ability to perceive those who are in stealth. Removing one's presence is part of what defines a shinobi.

Breath of Life
Recovers Vitality upon performing a successful Deathblow. Deathblows provide shinobi with an opportunity to breathe.

Breath of Life: Light
A shinobi can calm the body and mind through measured breathing, even while killing. Doing so allows one to continue killing unabated.

Breath of Life: Shadow
Experiencing battles with powerful opponents further deepens this moment of respite.

Most Virtuous Deed
Increases the amount of *sen* obtained from enemies and improves item drop rates. In the words of the High Priest of Senpou Temple... "One should focus only on continued deeds of virtue and forego any thoughts of attaining wealth."

Virtuous Deed
Improves the amount of *sen* obtained from enemies and improves item drop rates. In the words of the High Priest of Senpou Temple... "One should focus only on deeds of virtue and forego thoughts of attaining wealth."

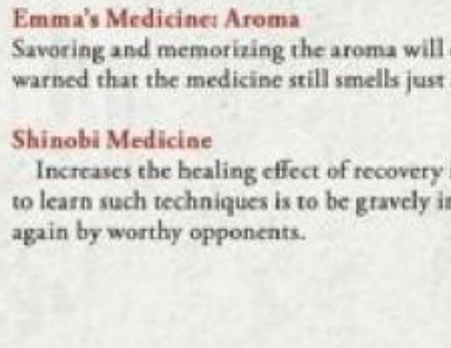
Devotion
Increases the amount of time a Buddhist candy is effective when used. Those who demonstrate devotion are blessed with the protection of the gods for an extended period.

Emma's Medicine
Increases the healing effects of recovery items. Emma taught this technique to the Sculptor long ago.

Emma's Medicine: Potency
Memorizing the flavor will enhance its effects. However, knowing this technique doesn't make the medicine taste any better.

Emma's Medicine: Aroma
Savoring and memorizing the aroma will enhance its effects. Be warned that the medicine still smells just as bad.

Shinobi Medicine
Increases the healing effect of recovery items. The only way to learn such techniques is to be gravely injured time and time again by worthy opponents.



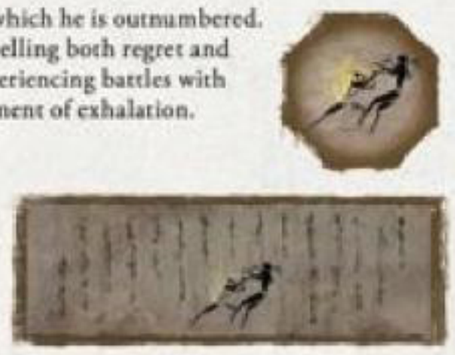
Flowing Water
Reduces the amount of damage to Posture when attacked by an enemy with a sword. Much like the flowing waters known by the Ashina Clan, strength should not be met with more force but instead redirected like the flowing of water.

Descending Carp
A Latent Skill that, for a few seconds after Deflection, increases damage to enemy Posture from all sources. The Ashina Style is deeply rooted in the flow of the Fountainhead waters. They believe the act of successfully deflecting a blade is akin to a carp descending a waterfall.

Breath of Nature
Recovers Posture upon executing a successful Deathblow.

Breath of Nature: Light
The Ashina Style also has techniques designed for fighting when greatly outnumbered. After killing an enemy, one must exhale, expelling both regret and reaffirming one's core to regain Posture.

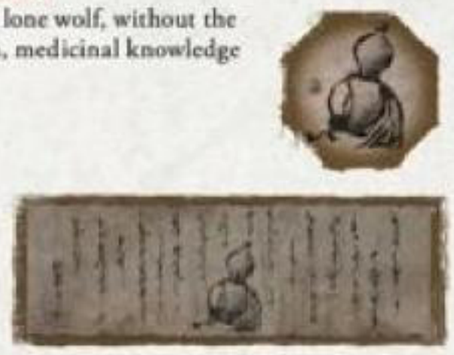
Breath of Nature: Shadow
A shinobi must be prepared for battles in which he is outnumbered. After killing an enemy, one must exhale, expelling both regret and reaffirming one's core to regain Posture. Experiencing battles with stronger opponents further deepens this moment of exhalation.



Shinobi Medicine Rank 1
Medicinal knowledge is vital for a shinobi's survival. Receiving wounds in battle is inevitable.

Shinobi Medicine Rank 2
Sometimes a shinobi can survive what is certain death for a lesser warrior. As such, medicinal knowledge is vital.

Shinobi Medicine Rank 3
A shinobi fights as a lone wolf, without the help of others. As such, medicinal knowledge is vital.



Mibu Breathing Technique
Allows one to dive underwater, as well as breathe underwater indefinitely. Developed by the founder of Mibu Village. "Those who seek to join the procession must master the Mibu Breathing Technique. Without it, the Divine Dragon cannot be met."

Karma
Increases the maximum number of Spirit Emblems that can be held. Spirit Emblems are manifestations of regret. Those regretful of their vile actions are haunted by many Spirit Emblems.

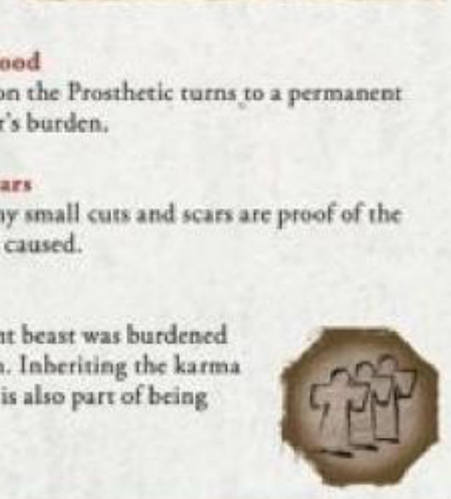
A Shinobi's Karma: Body
Shinobi who have killed many must bear the physical toll of those sins.

A Shinobi's Karma: Mind
Shinobi who have killed many must carry the burden of their sins in their hearts.

Sculptor's Karma: Blood
Blood splattered upon the Prosthetic turns to a permanent rust—proof of the user's burden.

Sculptor's Karma: Scars
The Prosthetic's many small cuts and scars are proof of the countless deaths it has caused.

A Beast's Karma
Perhaps this innocent beast was burdened with the karma of man. Inheriting the karma of those they've killed is also part of being shinobi.



Battle Memories

The battle memory of an extraordinary foe, lingering in the mind of the Wolf.

Commune with a Sculptor's Idol and confront memories of battle to permanently increase Attack Power.

Screen Monkeys

The Folding-Screen Monkeys guarded the Halls of Illusion and befriended the Divine Child of Rejuvenation.

The Halls of Illusion lie on the threshold betwixt life and death. Departed souls of the Divine Children drift and savvy, taking shelter in the monkeys of the temple. Such is why the Divine Child of Rejuvenation speaks of them as friends.

Genichiro

As the Code dictates, the Wolf swore vengeance on Genichiro Ashina.

Born a peasant, Genichiro Ashina was taken in by the Ashina after his mother's death. With his country on the brink of defeat, Genichiro took to heretical arts and mastered the Lightning of Tomoe. Such heresy may be the key to saving her.

Lady Butterfly

The Phantom Lady Butterfly was a seasoned practitioner of illusions.

The Phantom Lady Butterfly was appointed by the Wolf's foster father as one of his mentors in the shinobi techniques. These mentors employed strict methods. The cultivation of shinobi techniques can only be achieved in the midst of battle.

Gyoubu Oniwa

Gyoubu Masataka Oniwa was the keeper of the Ashina Castle Gate.

Gyoubu Oniwa once led a group of infamous bandits but was defeated by Isshin, who was so captivated by his show of strength that he took him in as an Ashina warrior. Oniwa would later go on to become Genichiro Ashina's most trusted retainer.

Great Shinobi

The Great Shinobi Owl was foster father to the Wolf.

The Great Shinobi Owl's unbridled ambition was to obtain the power of the Dragon's Heritage. Now is the time to let one's true name ring out across all of Japan. It was all for the sake of ambition.

True Monk

The Corrupted Monk guarded the bridge leading to the Fountainhead Palace.

The Corrupted Monk was among the infested, standing over the Fountainhead Palace. Indeed, immortality would seem a fitting quality for eternal watcher of the palace. Her true name is Priestess Yao.

Corrupted Monk

The Corrupted Monk watched over the cave entrance, deep in Mibu Village.

The Corrupted Monk donned the mask of a fierce guardian deity. Her form was nebulous, appearing as if in a dream. What reason could there have been for guarding the Mibu Village cave entrance?

Headless Ape

The Headless Guardian Ape was a colossal beast, plagued with the power of the undying.

At one time, the Guardian Ape shared its den with a mate. But he alone became infested, while others passed away. Now, even the flowers offered in tribute to her passing have withered to dust.

Guardian Ape

The Guardian Ape was defeated, though its roar can still be heard. It is said that an infested body marks the undying…

They say that an infested body is the mark of the undying, but such a long life would surely be quite lonesome even for an ape. Perhaps the echoing roar of the Guardian Ape was in fact a solicitation of sorts.

Hatred Demon

The one-armed demon prowled the battlefield, consumed by flames of deepest resentment.

A man who failed to become Shura instead became a vessel for the flames of hatred. As fate would have it, he was bound stubbornly to this world. It wasn't until he became a demon that he was finally able to depart for the next.

Saint Isshin

At his peak, Isshin Ashina devoted himself to deadly conflict in pursuit of strength. A single-minded killing machine of a man.

One who returns from the great beyond does so at the peak of their prosperity. Isshin coveted strength and all manner of techniques throughout his mortal struggle. He wished for war until his final hour, and that is precisely what he got.

Isshin Ashina

Isshin Ashina was a true master of the sword, no less so in his vale of years.

The elderly Isshin was akin to a sharpened blade. His steadily honed techniques culminated in the Ashina Style, soundly eliminating all wasted or idle movement. A master who took the spirit of his craft to its pinnacle—a true sword saint.

Divine Dragon

The Divine Dragon, ancient deity of the Everblossom.

The Divine Dragon of the Everblossom came from the west long ago, eventually making its way to this land. Some parts of Ashina are exceedingly old. Water coursing through her ancient rocks and soil allowed the Dragon to take root.

Foster Father

The foster father confronted in old memories was a man in his prime.

Owl took in the hungry cub on a whim and raised him as a shinobi. The process was so engrossing that he hoped they might enjoy a true battle to the death some day.

He got his wish, if only in an old memory.

HIRATA ESTATE

CRESTS

SENPOU TEMPLE

KUSABIMARU

FOUNTAINHEAD PALACE

DIVINE HEIR

INTERIOR MINISTRY

ASHINA

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1 Map of Ashina 2 Fountainhead Palace 3 Sunken Valley 4 Mibu Village 5 Senpou Temple, Mt. Kongo 6 Mt. Kongo 7 Ashina Reservoir 8 Abandoned Dungeon 9 Main Castle 10 Ashina Castle
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